

PRIMA[®] OFFICIAL GAME GUIDE

ONLY FOR THE PS2!

LABELED LEVEL MAPS ☒
ALL 120 FAN LOCATIONS ☒
ALL SECRETS & UNLOCKABLES ☒

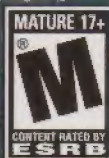
Visit us online at primagames.com

GHOST IN THE SHELL[®]

STAND ALONE COMPLEX[™]



This game has received the following rating from the ESRB



GHOST IN THE SHELL®

[STAND ALONE COMPLEX]™

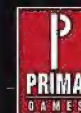
PRIMA OFFICIAL GAME GUIDE

Levi Buchanan

Prima Games

A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(800) 733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Damien Waples

Editor: Alaina Yee

Layout & Design: Graphic Applications Group, Inc.

©2002-2004 Shirow Masamune-Production I.G./KODANSHA ©2004 Sony Computer Entertainment Inc./BANDAI/Production I.G./NTV Ghost in the Shell is a registered trademark of Kodansha Ltd. Stand Alone Complex is a trademark of Kodansha Ltd.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4983-8

Library of Congress Catalog Card Number: 2004114252
Printed in the United States of America

04 05 06 07 GG 10 9 8 7 6 5 4 3 2 1



CONTENTS

Ghost in the Shell	2
The Cast	3
Weapons & Gear	7
Basic Training	10
Mission 1: Niihama Pier N3	16
Mission 2: N3 Parking Garage	31
Mission 3: Multilevel Warehouse	40
Mission 4: Tohoku A.R. Residential Block	46
Mission 5: Tohoku A.R. Dam Site	57
Mission 6: Tohoku A.R. Office Block	68
Mission 7: Tohoku A.R. Antipersonnel Training Grounds	81
Mission 8: Tohoku A.R. Antitank Training Grounds	89
Mission 9: Tohoku A.R. Chopper Storage Block	92
Mission 10: Tohoku A.R. Shaft	98
Mission 11: Tohoku A.R. Underground Factory	108
Mission 12: Tohoku A.R. Experimental Farm	118
Multiplayer	122
Secrets & Surprises	126

GHOST IN THE SHELL

SECTION 9 IS BACK

Ghost in the Shell: Stand Alone Complex is an intense third-person action game starring the two lead characters from the famous Japanese anime *Ghost in the Shell*. Using heavy artillery and some amazing acrobatics, the lithe "Major" Motoko Kusanagi and the brawny Batou must uncover a deadly secret before a terrorist conspiracy threatens the entirety of Japan in 2029.

Their missions take them from the edge of the Niihama Pier complex on mainland Japan to the Tohoku Autonomous Region, a splintered territory created during wartime to preserve Japanese advances in science. The staff of Tohoku were responsible for some great achievements in science, including a revolutionary technique for ceasing world hunger through genetically enhanced foods and many of the artificial-intelligence programs that currently power military hardware.

However, something is amiss at the Tohoku Autonomous Region. Peacetime has dictated the obsolescence of the facility, but somebody is determined to keep alive the dream of a free realm where science is allowed to flourish outside of government control. It seems they will use the most extreme measures to ensure that their goal is met...and appear to be doing so from beyond the grave.

"STAND ALONE COMPLEX"?

Ghost in the Shell originally took the anime world by storm in 1995. The original anime film, directed by Mamoru Oshii and written by Kazunori Ito, is based on an original manga series from esteemed artist Shirow Masamune. It tells the story of a world where death is trumped by technology, where cybernetics has enhanced the human form, and where the line between man and machine is desperately thin.

In the original *Ghost in the Shell* movie, heroes "Major" Motoko Kusanagi and Batou tracked a superhacker, known only as the Puppet Master, as it attempted to break out of the cyber realm. The film was a monster success, helping to revitalize the role of anime in popular culture. It also inspired untold numbers of filmmakers, including the Wachowski brothers, creators of the sci-fi trilogy *The Matrix*.

In 2004, Mamoru Oshii returned to the epic *Ghost in the Shell* universe with the sequel *Innoscence*. A mature story of a robot who murders her owner, the film discusses issues surrounding the essence of "being human" in a world where machines perform almost every task required of mankind.

However, between these two films, 26 anime episodes based in the *Ghost in the Shell* world were created, called *Stand Alone Complex*. Each episode tells an encapsulated story that deals with the exploits of Section 9, the security organization that the "Major" and Batou work for. Episodes include the hunt for a rogue Tachikoma tank, the mass suicide of androids, and a sinister hacker with a grudge against Section 9.

Episodes of *Stand Alone Complex* are now available on DVD in both English and Japanese. The Cartoon Network is currently scheduled to show *Stand Alone Complex* this November.



THE CAST

WHO'S WHO IN THE SHELL

The cast of *Ghost in the Shell: Stand Alone Complex* includes more than the recognizable face of "Major" Motoko Kusanagi, the star of the series. The "Major" is joined by her cohort Batou and is supported by the entire Section 9 organization.

As the "Major" and Batou begin to unravel the mystery set off by an arms deal at Niihama Pier, she discovers the truth about a rogue cult of scientists in the Tohoku Autonomous Region, a refuge for science created during the last war. One of these scientists is responsible for organizing a horrific terrorist plot involving "harmless" rice. They have also enlisted the help of a machine army that includes everything from security guards with humanesque prosthetic bodies to massive mech soldiers called "armed suits."

Section 9

Section 9 is a counterterrorism group assigned to bring justice to a brave new world of cybercrime, rogue robot technology, and net-wired humans.

"Major" Motoko Kusanagi

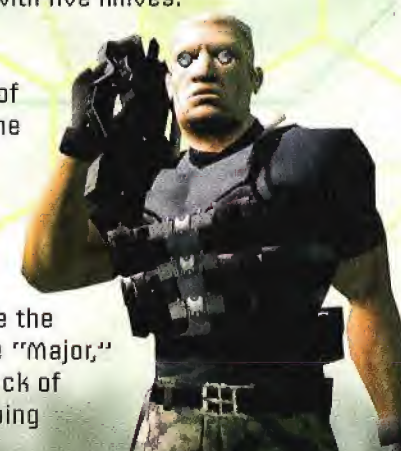
"Major" Motoko Kusanagi is the unit commander of Section 9's forces. All that remains of the her once-human form is her brain, now encased in the titanium head of a prosthetic body. This body is an enhanced version of the mass-produced prosthetic bodies, capable of amazing feats of acrobatics and able to withstand heavy damage.

The "Major" is lethal with a gun or grenade, but her specialty is knives. She possesses a lethal accuracy with a blade and is able to cut down enemies too far away for even a bullet-strike. She begins each mission with five knives.



Batou

Batou is the pure muscle of Section 9. His hulking frame is also prosthetic, but instead of attempting to pass off as being entirely human, he has two optic lenses in place of his eyes. Batou does not have the gymnastic prowess of the "Major," but he makes up for his lack of grace with absolute stopping



power. Batou possesses a great sense of humor and enjoys his special bond with his Tachikoma.

Batou is an expert with the grenade. He begins every mission with five grenades and can hurl them with incredible power and accuracy. There is virtually no enemy out of reach of Batou's grenade attack.

Tachikoma

Tachikoma are modified think tanks assigned to Section 9. Advanced artificial-intelligence routines have rendered the Tachikoma self-aware, and they are quite eager to prove their worth with the Section 9

team. They often seek out risky tasks, and they certainly come equipped with the firepower to pull them off. Each Tachikoma is armed with a chain gun and a grenade launcher.



Daisuke Aramaki

Aramaki is the administrator of Section 9, handing out assignments and offering solid support while his team is in the field. The man is a genius and inspires great loyalty from the members of Section 9. During this assignment, Aramaki remains constantly in touch with the "Major" and Batou, helping them piece together the string of clues uncovered in the Tohoku Autonomous Region.

Togusa

This former police detective was recruited to Section 9 on the recommendation of the "Major." Togusa is often assigned to support Batou. One of the few Section 9 members still in his original skin, Togusa does have a cyberbrain—his mind is always hooked into the Internet, thanks to nanotechnology.

Ishikawa

Veteran Section 9 member Ishikawa is an expert at gathering and synthesizing information. All information recovered by the "Major" and Batou is sent to Ishikawa for analysis.

Saito

Saito is Section 9's on-call sniper. Thanks to his enhanced prosthetic left eye—called a "hawkeye"—Saito can interact with satellites. He supports the "Major" and Batou while they are in the field.

Borma

Borma is Section 9's chief cyberwarrior. The man is gifted with engaging the enemy over the Internet.

Paz

Paz is often teamed with Borma during Section 9 operations. Paz's chief specialty is secret investigations. If you need some intel without alerting the subject, Paz is the man to call.

Supporting Players

As the "Major" and Batou send clues recovered in the field back to their support teams, certain "persons of interest" are recognized and recommended for further investigation. These characters are somehow involved in the conspiracy involving the Tohoku Autonomous Region.

Takeru Fuwa

Fuwa was a talented professor at Niihama University—his central realm of study was joint engineering, a gateway to advanced micromachine technology. Unfortunately, Fuwa was murdered on campus five years ago. Yet, somehow his name comes up in this mystery, and it seems like he is reaching out from beyond the grave to affect current events.

Kei Yazawa

Yazawa was Fuwa's contemporary at the Tohoku Autonomous Region. Revered for his brilliance and loved for his charisma, Yazawa is believed to be the centerpiece of a

secret cult that formed in the region. Yazawa worked with Fuwa and another scientist, Eichi Gotoh, on a "miracle rice" program before dying from a malignant tumor. His younger sister Toshimi survives him.

Toshimi Tagami

Due to a horrible lab accident while serving in the military, Toshimi's human body was broken beyond repair. She now survives inside an entirely prosthetic body. Toshimi continued her military career after the accident, excelling at every position she was promoted to. Her current role is to oversee the dismantling of the Tohoku Autonomous Region, as its purpose has been declared null in the postwar world. Her nickname, "The Choreographer," was earned from her ability to make people bend to her will.

Eichi Gotoh

The late Gotoh worked at the Tohoku Autonomous Region with Fuwa and Yazawa on the "miracle rice" program, a charter program to design genetically enhanced rice that would help feed the world. His life cut short in a plane crash, Gotoh is still revered for his work on micromachine technology.

Security Forces

From the moment the "Major" attempts to disrupt an arms deal at the Niihama Pier to Batou's final descent into the Autonomous Region, Section 9's field agents come under fire from aggressive enemies programmed to halt their meddling. As the missions draw closer and closer to the final battle, these enemies are upgraded with improved artificial-intelligence routines.

Security Guards

These are the workhorses of the opposition's security forces. Security guards are prosthetic bodies juiced with intelligence routines that help them act on their own when it comes to defending their territory.



Security guards rarely work alone. Most are assigned to units, and if the unit leader is taken down, they can be easily identified if their leader's code is uploaded.

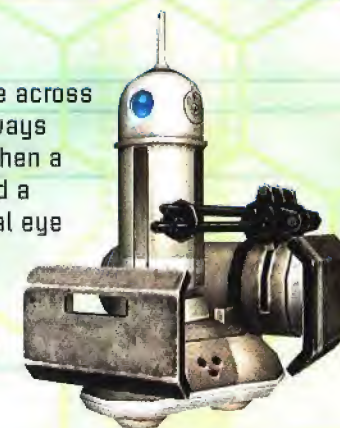
Security guards are armed with a variety of weapons, from assault rifles and shotguns to grenades and rocket launchers. Some security guards have been trained as snipers, capable of taking targets out with a single headshot. If engaged in melee combat, these guards fight back with fierce body blows. Their bodies can withstand several hits before dropping, but a good headshot causes them to malfunction immediately.

TIP

Security guards respond to noise. If you fire your gun or throw a grenade and a guard is in the vicinity, he comes to check out the source of the commotion.

Security Robots

These robot drones rumble across their assigned routes, always searching for intruders. When a security robot has spotted a potential threat, its central eye turns bright red. Security robots are armed with machine guns and come in two varieties: shielded and nonshielded.



TIP

If a shielded robot confronts you, aim for its single red eye—visible between the two shield panels. That's its Achilles heel, and a good shot causes the robot to self-destruct with little resistance.

Flying Sentries

These bee-shaped sentries buzz overhead, providing airborne reconnaissance as well as first-response fire to a perceived threat. The sentries can move quickly but will sometimes slow to a hover when firing their tail-mounted machine guns.



Fortunately, these sentries possess little armor, so it takes only a few shots to blast them out of the sky. While these sentries do not cause as much damage as a close-range security guard, they can slowly drain health with repeated shots.

TIP

When the flying sentry is on the move, you must be too. When you come to a stop, the sentry zeros in on your position. However, when they stop to fire, this is your best chance of shooting back with a high degree of effectiveness.

Fixed Machine Gun

These ceiling-mounted machine guns are programmed to fire incessantly on intruders. They are decently armored and require multiple shots to disable. When you see a fixed machine gun, make it a priority, as its incredible rate of fire chews a health meter to zero within seconds.



TIP

When you spot a fixed machine gun, start looking for a place to hide. To eliminate a fixed machine gun, target its position, hide, and wait until it stops spitting bullets for a couple seconds. Then pop out of your hiding spot and riddle it with bullets.

Tank

These support vehicles carry security guards to various points in the field. Tanks are armed with machine guns that can decimate an unprepared enemy. They do possess some armor, but not enough to repel a sustained gun attack or a grenade blast.



TIP

Tanks are extremely volatile vehicles. When you destroy a tank, it explodes in a cloud of fire and shrapnel. Any nearby security guards caught in the blast will be either injured or killed, depending on their distance from the explosion.

Jigabachi

The Jigabachi is an antitank attack helicopter equipped with a machine cannon capable of punching through concrete, so you can imagine what this thing could do to a prosthetic body. It is rumored that these deadly units are in use in the Tohoku Autonomous Region.



TIP

When fighting the Jigabachi, never stop moving—not even for a second. The moment you come to stop is the moment the Jigabachi pilot zeros in on your position and unleashes a punishing volley from the cannon.

Oniyanma

The Oniyanma is a wasp-shaped helicopter that delivers an outrageously powerful two-pronged attack. It can pepper the landscape with its mounted machine guns, as well as deliver thundering missile attacks. The gunship is protected with thick armor, but a few direct hits cause enough damage to send the Oniyanma plummeting to earth.

Thanks to its sleek design, the Oniyanma is a nimble copter. Its quick, graceful movements make it difficult to

target. However, it occasionally stops to hover and deliver a sharp volley of machine-gun fire. That's when you must close in for the kill.



TIP

The Oniyanma's hold can carry up to three security guards. So, even if the Oniyanma is on a low swoop and its guns aren't facing you, its cargo can still open fire on your position.

Think Tank

Think tanks are what Section 9's Tachikoma are based off of. Fitted with good armor and six legs, the fast-moving think tanks can deliver a devastating grenade attack and can make a quick getaway. Most think tanks are commanded by a "human" pilot, but there are advanced think tanks programmed to operate on their own.



TIP

It's much easier to deal with think tanks in a large open space, as you can track their quick movements and lead them. Confronting a think tank in close-quarters is a different beast altogether. Since they move so fast, they can get behind you and shoot you before you know what happened.

Armed Suit

Armed suits are thick metal exoskeletons controlled by human (or prosthetic) pilots within their hulls. The armed suit's outer shell is made of composite alloys, rendering it impervious to melee attacks. The only way to take down an armed suit is with brute force, either via repeated gunfire or a direct grenade/rocket attack.



TIP

Armed suits are not very fast, but they compensate for this loss with hard-hitting artillery. Beware of letting an armed suit get a bead on your position, lest it shred you with machine-gun fire.

WEAPONS & GEAR

GUNS

The most commonly used weapons in the field are guns, such as assault rifles and submachine guns. You begin each mission with the Seburo machine gun, but you should upgrade as soon as possible.

Guns require ammo, but thanks to the ability to scoop ammo off fallen enemies, there is little worry of running dry in the heat of a fight—unless you are using a highly specialized weapon, such as the sniper rifle. Remember, each agent can carry only two ranged weapons at a time. So, be mindful of ammo availability and stopping power when discovering new weapons in the field.

Seburo

Every Section 9 field agent is issued a standard Seburo machine gun before heading into a mission. This versatile weapon spits fire at a decent rate, but its lower accuracy requires the bearer to be closer to enemies than more advanced weapons. The Seburo offers good stopping power against weaker targets, such as prosthetic bodies, but you should acquire more-powerful guns as soon as possible.



SMG27 Submachine Gun

The SMG27 submachine gun fires bullets at a better rate than the basic Seburo but suffers from similar accuracy issues. The SMG does offer upgraded stopping power from standard-issue weapons, making it a good pick-up as soon as you can wrest it from enemy hands.



AR-27 Assault Rifle

Acquire the AR-27 assault rifle as soon as it is available. This rifle shatters prosthetic bodies and security robot armor with its impressive stopping power. The AR-27 also unloads faster than the Seburo and SMG27, making it a much better weapon to take down groups of enemies in a shorter amount of time—thus minimizing exposure to return fire. This rifle also offers superlative accuracy, making it the ideal gun in the field.



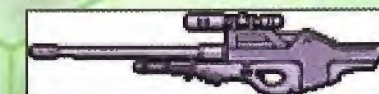
AS17 Shotgun

While the shotgun's blunt accuracy requires that its bearer be closer to their target than is comfortable, its stopping power is unmatched. If you get the drop on your target, the shotgun takes them down with a single blast. However, when dealing with groups of enemies, getting in close with the shotgun leaves you vulnerable to surrounding foes. Agents are better off attempting single-shot kills with guns like the Seburo and AR-27 by aiming for the target's head.



CSR29 Sniper Rifle

The sniper rifle is strictly a long-range weapon. Although useless in close-quarters combat, the sniper rifle's lethal accuracy is capable of downing a target with a single shot. The sniper rifle employs a scope with two levels of zoom, allowing the bearer to insure a one-shot kill. For best results, users should aim for the target's head, although a good torso shot will also take out the target. The only caveat to the sniper rifle is the gun's report is loud enough to alert enemies of its use. When using a sniper rifle, make your first shot count.



Laser Gun

Accomplished agents gain access to the laser gun when commandeering Batou in the field. The laser gun is truly state-of-the-art bang-bang, unleashing a laser blast that travels faster than any rocket or missile—and it's decidedly more lethal. The laser gun can take out entire groups of guards and robots, making it the most sought-after weapon for any Section 9 agent.



However, the gun's laser blasts do have a large impact radius. Shooting a target too close with the laser gun often results in copious amounts of damage to the shooter.

LAUNCHERS

Launchers are heavy-duty weapons, allowing the bearer to destroy larger enemies or entire groups of smaller targets with a well-placed volley. Ammo for launchers is scarcer than regular gun ammo, so use shots wisely.

M23-G1 Grenade Launcher

The grenade launcher is the most common of the launcher-class weapons. It hurls grenades over great distances, but its aiming mechanism requires some calculation from the bearer to ensure maximum effectiveness. Because grenades do not have propulsion units like rockets and missiles, gravity plays a great part in the weapon's trajectory. In order to hit a target, the bearer must aim slightly higher than the target in order for the grenade's arcing motion to make contact. The farther the bearer is from the target, the higher they must aim.



However, when the grenade does make contact, its blast is quite powerful. One or two direct hits from a grenade launcher are enough to destroy a medium-sized target, such as a gun turret.

RP18-AS Rocket Launcher

The rocket launcher is a shoulder-mounted weapon system that fires highly explosive rockets at faraway targets. A direct hit from a rocket is enough to wipe out any medium-sized target; however, direct hits are often hard to come by.



Rockets may have individual propulsion units, but they are not guided. Rockets fly only in a straight line. This requires the bearer to either choose a stationary target, such as turret, or to lead their quarry. Rockets fly fast, so depending on the distance from the target, the lead does not need to be too great. However, it is best to study the attack patterns of a target and employ the rocket launcher in instances only when the target slows or comes to a temporary stop.

MMP-A2 Missile Launcher

The missile launcher is one of the best weapons to use in the field; its rounds provide the best stopping power of the launchers, and each missile is equipped with a guidance unit. If the missile launcher can acquire a lock on a target—indicated with a bright red circle—the missile follows the target until it either makes contact or runs out of propulsion.



Missile launchers are capable of acquiring multiple targets as well. If the bearer is facing a group of enemies, such as a security robot patrol, step back and allow the launcher to lock on to multiple targets before pulling the trigger.

There are two caveats to the missile launcher, though. Ammo for the unit is fairly scarce in the field, and its blast radius is great enough to damage the bearer in close quarters. Make sure your target is several body lengths away before opening fire.

Missile Pod

The missile pod is the next evolution of the missile launcher. This shoulder-mounted launcher provides a similar function as the regular missile launcher, but its shells fly faster and have even greater impact.



The missile pod can also acquire multiple targets, but it does so with even greater speed than the missile launcher.

M17 Napalm Launcher

The napalm launcher is bestowed upon only the greatest of Section 9's field agents. Once this unit has been uncovered, it immediately proves its great value. This heavy launcher unloads a volley of burning, bubbling napalm on an individual target and its surrounding area. The napalm proceeds to burn for several moments, searing anybody caught in its blast radius—including the bearer.



The napalm launcher is incredibly effective when used on enemies below you. It splatters the area around them with the fiery substance, guaranteeing no escape.

THROWN WEAPONS

In addition to carrying up to two ranged weapons, such as guns and launchers, each Section 9 field agent can carry a multitude of thrown weapons, such as grenades. Grenades are time-release weapons with an internal fuse, allowing the bearer to throw one and evacuate the immediate area before it goes off.

If thrown upward, a grenade's arcing trajectory can cover great distances. This is effective at clearing out groups of enemies from far away, provided they do not detect its presence before it detonates. Should the grenade get noticed, enemies will often flee.

M688 Hand Grenade

The M688 hand grenade is standard issue for Batou, and the "Major" can acquire it in the field. Hand grenades are ranged explosives that injure those caught in the blast, and the force from the grenade can often lift an enemy off the ground. If the target is standing near a ledge, they are sometimes hurled off the edge.



EM402 Spark Grenade

Spark grenades are thrown exactly like a standard-issue hand grenade, but instead of exploding, they emit bursts of incapacitating electricity. The explosion causes no shockwave like a hand grenade, but the arc of electricity can reach across entire rooms and jolt a target. The farther an enemy is from the detonation, though, the less damage the electricity does. Spark grenades are especially effective on security robots.



Agents must be cautious with spark grenades. The arcing electricity is quite impartial, and if the user stands too close, an electrical bolt will zap them with the same lethality as an enemy target.

Knives

Only the "Major" has access to a sheath of throwing knives. She is granted five at the beginning of every mission, and these throwing knives are stunningly lethal from great distances. Unlike other thrown weapons, however, knives can take out only a single target.



Knives are excellent weapons to use against stationary enemies who are unaware that the "Major" is in the area. They do not travel as fast as a bullet and require leading if the target is moving.

GEAR

In addition to weapons, field agents should always keep an eye out for extra gear that will help them complete their missions.

Therm-Optic Camouflage

Therm-optic camouflage is a revolutionary cloaking device that, when used by an agent, renders them absolutely invisible for a brief period of time. Best of all, the cloaking also works on the agent's weapons.

Therm-optic camouflage is an excellent asset when preparing to face off against groups of enemies. The resulting confusion from unidentifiable fire makes enemies even easier targets.

Unfortunately, you cannot stockpile therm-optic camouflage. As soon as you come in contact with a unit, the cloaking immediately takes effect.

Body Armor

Each agent already has a high resistance to injury, but body armor absorbs the damage from enemy fire. The current level of body armor is denoted with a ring around the agent's current health status. When the body armor meter is empty, further damage will affect the health meter.

Stun Unit Equipment

The Stun Unit Equipment is exclusively used by the "Major." After picking up the Stun Unit Equipment, her next ten melee attacks do three times the damage.

Restoration Kit

You can find small white restoration kits in the field. Contact with a restoration kit immediately boosts health, allowing the agent to take more damage before falling. Restoration kits cannot be stored, however, and will take effect as soon as an agent touches one in the field.

NOTE

The amount of health the restoration kit provides depends on your difficulty setting. On Easy, these kits almost fully restore an agent's health. On Hard, however, the repair is minimal.

BASIC TRAINING

PREPARE FOR INSERTION

Before heading into the field and investigating the strange conspiracy concerning the Tohoku Autonomous Region, you must acquaint yourself with the skill set of a Section 9 agent. You must master your abilities to overcome the grave threats gathering in this remote region.

Getting Started

When you begin the game, you can select multiple options from a main menu, including:

- Training
- New Game
- Continue
- Multiplayer
- Options
- Load Data



New Game

When you are ready to start a new game, you must choose from three difficulty levels: Easy, Normal, and Hard. Each setting affects certain gameplay aspects, such as enemy health. You are awarded points for every enemy you destroy in the game and for completing the mission, but the difficulty setting can multiply or detract from their final values.

Easy: Enemies are much easier to kill; however, the points awarded at the end of every mission are halved.

Normal: Enemies are at their basic training level and have full health. There is no effect on points awarded at the end of a mission.

Hard: You receive one and a half times the number of points for completing a mission and defeating enemies, but it comes at a cost. Enemies are more aggressive and you take greater damage.

NOTE

When you play on Easy or Normal, there is an on-screen indicator (a gray dot) that shows you the direction of your next objective, and a meter details your distance from it. On Hard, there is no such help.

Continue

The game saves your progress after every completed mission. If you stop playing, choose Continue to pick up where you previously left off.

From this screen, you can choose which mission you want to play—or replay—and select the level of difficulty for that mission.



NOTE

There are individual save points within each mission, and the game alerts you when you've reached one. However, you cannot turn the game off and restart from a save point in the middle of a mission.

Training

Training offers an in-game tutorial, detailing all of your agent's abilities. We have also included a complete training dossier in this chapter.

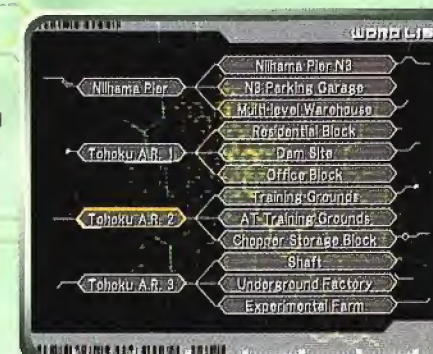


Word List

While trying to thwart the terrorist action in the Tohoku Autonomous Region, you are constantly bombarded with information regarding the mission and the players involved in the conspiracy. The Word List is divided by mission.

While playing a mission, you can select "Word List" from the Pause menu to read explanations of enemies, locations, and characters you have so far encountered. As you play the game, more and more detailed descriptions fill out this in-game glossary.

You can also access a Communications Log from the Pause menu that repeats previous transmissions between the Section 9 agents.



Fans

After you complete the game for the first time, you unlock a treasure-hunt feature. During your next run through the game, you can recover 10 ornate fans hidden in each level. There are a grand total of 120 fans.



To collect a fan, you must shoot it. This causes it to explode in a cloud of cherry blossom petals, signaling that you have collected the fan. Some fans are well hidden in very obscure places, such as behind

objects, off in the distance, or against a backdrop of a similar color. Each walkthrough chapter contains "Fan Finder" boxes that detail the location of each fan, with a screenshot showing the fan's location. You are not required to collect all 120 fans, but there are great rewards for doing so.

BASIC TRAINING

When you first begin the game, you can attend a basic training course that covers movement, combat, and hacking skill.

We have also included a complete training course for new agents, detailing the essentials of movement and combat and how to hack into enemies and turn them against their colleagues.



Movement

Both agents share basic movement functions, such as walking, running, and jumping. However, the "Major" is more nimble than Batou and has some extra acrobatic skills.

Walking/Running



The left analog stick controls all movement. Depending on how much pressure you use, the agent will either walk or run. Walking is useful when you want to sneak through an area without attracting too much attention.

NOTE

Thanks to her more nimble nature, the "Major" runs faster than Batou.

Crouching



Sometimes, you must duck down to either use an object as cover from enemy fire or slip into a ventilation shaft. To crouch, press on the left analog stick.

Jumping



Each agent can jump (press **R2**) to cross gaps and divides and to jump up to higher ledges. Jump while running to cover great distances, especially as the "Major." Batou's jumping range is more limited.

Wall Jumping

Unlike Batou, the "Major" can jump off walls to reach higher ledges and platforms. To wall jump, run toward a wall and jump at it. At the moment of contact, press away from the wall and press **R2** again to jump away.



This is an extremely useful technique for scaling high walls or for reaching ledges that would normally be completely out of reach.

Climb



Agents can also climb ladders by pressing and holding **R1** while against a ladder. Release **R1** while climbing to make the agent let go and drop back down.

Hanging

Hanging is another skill exclusive to the "Major." Some locations can be reached only by jumping and grabbing on to a railing or ledge, then moving sideways.

To grab a ledge or rail, jump toward it while holding **R1**. While holding **R1**, you can move from side to side. You can also use this technique to gingerly drop down ledges. While holding **R1**, approach the edge of a landing. The "Major" carefully grabs the edge and lowers herself down rather than just jumping off.



Activate

When you approach a control panel or a switch, press **X** to activate it. Many doors and elevators only function after you activate a panel or button.

Combat

There's no better defense than a good offense, and with their superlative battle skills, the "Major" and Batou are forces to be reckoned with. Unlike movement skills, each agent has very similar combat moves.



The game screens displays two icons and a meter that are combat related. The blue circle in the upper-right corner displays your current health. If you take damage, this meter begins to empty. Your currently selected gun is

displayed in the upper-left corner, complete with a current ammo count. Beneath that is your second weapon, which you can cycle through with **■**. Secondary weapons include knives, grenades, and melee attacks.

Melee Attacks

Most combat is done with ranged weapons, but there are times when close-quarter combat is more appropriate. For example, smacking a guard across the chops makes far less noise than blasting him with an assault rifle.

To unleash a melee attack, you must first select melee attacks from the secondary-weapon option, which looks like a person kicking. Next, walk up to an enemy and press **L2** to unleash a kick or punch. Press **L2** repeatedly to initiate a combo move that does greater damage to your target.



Dodging



Each agent possesses evasive maneuvers that help them dodge incoming fire. In a combat situation, press the left analog stick away from the action and press **R1** to initiate a dodge. The agent ducks or flips out of the way, avoiding an attack.

Be careful dodging near ledges. You may avoid incoming bullets, but dodging toward a ledge may result in toppling off the side.

Shooting

The majority of combat involves firearms. Ranged weapons, such as guns, are usually the best way to neutralize an enemy threat. There is a targeting reticule in the screen's center at all times that displays the path of your bullets.

Your targeting reticule changes color, alerting you of firing conditions. When the reticule is white, you are not aiming at an enemy. When you are aiming close to an enemy, the reticule turns yellow. Firing when the reticule is yellow results in varying accuracy, depending on your distance from the target. When the reticule turns red, you are aiming directly at the target; squeezing the trigger results in a hit. When you are ready to fire, press **L1**.



To more precisely aim your weapon, use the right analog stick to move the camera; this moves your reticule, allowing you to target enemies on ledges above or below you, or to shoot while running in a different direction.



NOTE

Your agent automatically reloads the weapon when a clip is spent, but this may leave you open to enemy fire. Instead of waiting until you run dry in the middle of combat, use **●** to change almost-empty clips while taking cover.

Thrown Weapons

In addition to firearms, each agent can use thrown weapons. These weapons include grenades—and knives for the "Major." You use the same targeting reticle for thrown weapons as you use for shooting, but unless you are using knives (which fly in a straight line), there is an extra layer of calculation.

Grenades are affected by gravity—they travel through the air in an arc. So, to strike your target, aim higher than the targeting reticle. The farther away the enemy is from you, the higher you must aim in order for the grenade to cross the distance before hitting the ground.



Switching Weapons/Picking Up Weapons

To switch your main firearm while playing, press **▲**. This cycles through your two weapons—which is the most you can hold at any time. Fallen enemies often drop weapons, which you can pick up. However, you must discard a weapon to pick up another (you drop the weapon you are currently holding).

To pick up grenades and ammunition, just walk over them. If you can use the ammo, you automatically acquire it. You can hold up to five grenades of each type, so if you have space, you automatically pick up a grenade by walking over it.

Sense Acceleration

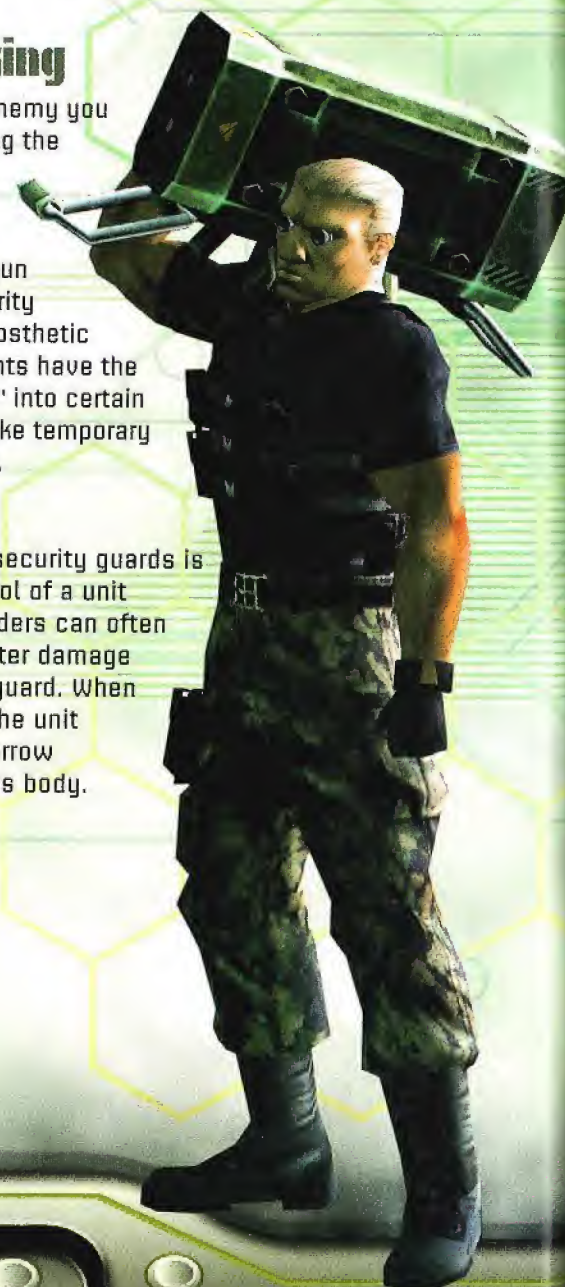
This secondary skill only appears in your secondary weapon selection once your health has dropped to 20 percent. (Your health meter will appear red.) Select the lightning icon from the secondary weapon menu and press **R2**. For the next six seconds, everything moves at 1/5th the rate of normal time—including the actual six seconds. So, essentially, you have thirty seconds of "bullet time" to dodge enemy fire and get in some critical attacks before retreating to find more health.

Hacking

Almost every enemy you encounter during the game is a machine of some nature, whether it's a gun turret or a security guard with a prosthetic body. Both agents have the ability to "hack" into certain enemies and take temporary control of them.

ID

Each squad of security guards is under the control of a unit leader. Unit leaders can often withstand greater damage than a regular guard. When you eliminate the unit leader, a gray arrow appears over his body.



Stand over the body and press **X** to extract the leader's unit ID. The ID allows you to see the location of every member of the leader's unit, noted on-screen with a small yellow arrow.

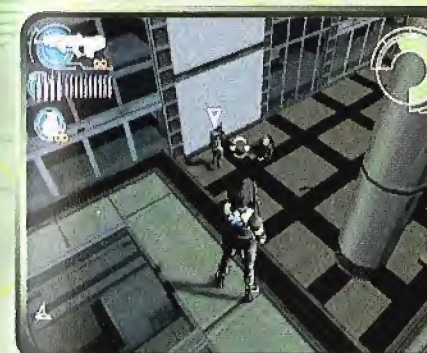
Use these arrows to pinpoint the location of enemies, so you can enjoy the element of surprise.

If there is a guard or enemy in the leader's unit that can be hacked, you also receive a hacking code when extracting the unit ID.



Hacking Keys

If you receive a hacking code from a unit leader, you can hack one of the guards in his unit. Hackable targets are noted with small blue arrows.



When you spot a blue arrow, move the targeting reticle over the arrow and press **X** to initiate the hacking sequence.

The screen then switches to a small puzzle. In order to hack the target, you must line up a series of "keys." The keys are round yellow rings with grooves and indentations. When the interlocking pieces match up, press **X** to lock them in place.



Some hacks require up to three keys. You have only 20 seconds to lock in all of the required keys, so act quickly. Every time you press **X** when the keys do not match, you shave two seconds off the hacking clock.

Hacked Enemies

After you lock in the required number of keys, you view the mission through the hacked target's eyes. The screen takes on a blue tint, as if looking through a security camera.



Your time inside a hacked target is fleeting; an on-screen clock marks how much time you have left before you are ejected from the hack. As the hacked target, you can fire upon unsuspecting enemies. However, when you shoot

another enemy, they become aware of the hack and fire back.

You do not take any damage if your hacked target receives damage or dies. If you run out the hack clock, the target is killed as you eject.

MISSION 1: NIIHAMA PIER 03

INFILTRATE THE PIER

As a favor to the military, Aramaki has sent the "Major" to the Niihama Pier to investigate a potential arms deal. What should be a simple recon mission, though, soon reveals itself to be a startling first act in a series of horrible events that threaten Japan. Can the "Major" survive several guard patrols, armed to the teeth with machine guns and shotguns, in order to pick up the first clue in this bizarre mystery?

MISSION STRATEGY

The "Major" begins the mission on the outskirts of the Niihama Pier, standing far above the massive harbor complex. This first mission is split into several parts, leading the "Major" through the maze-like cargo pier and into a guard-packed warehouse. Next, she must survive a tightrope act above the pier on a series of cargo cranes before descending into the final area—a heavily guarded port where death lurks above.

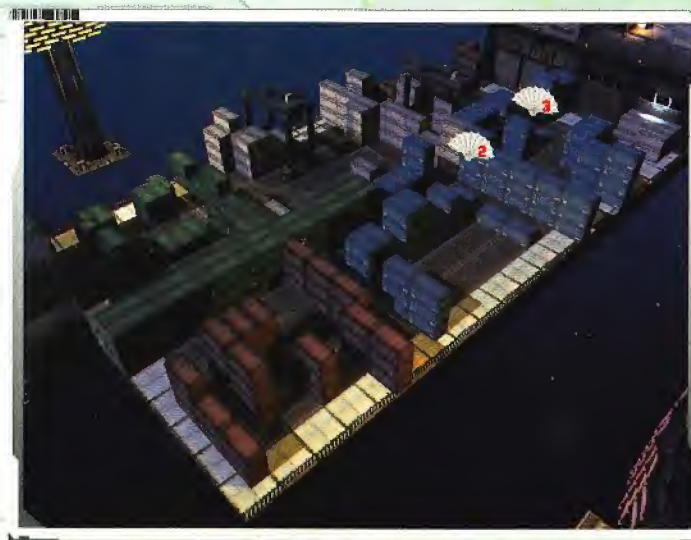
Section 9 Agent: "Major" Motoko Kusanagi

Enemies: Security guards, Snipers, Flying sentries

NOTE

If you are playing the game for a second time, use the Fan Finder boxes to locate the 10 fans cleverly hidden in each mission. These fans do not appear the first time you play through the game. But if you want to unlock all of Stand Alone Complex's secrets, it's worth the effort to play through and shoot out all 120 fans.

Pier Entrance

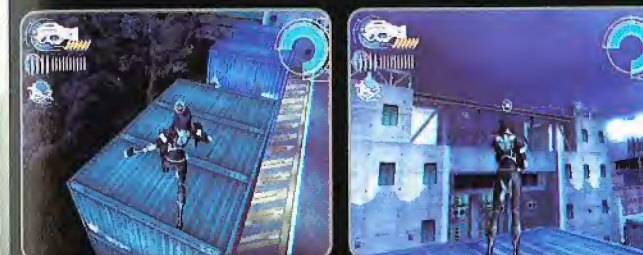


The mission begins on a still evening. Even the guard below is under the spell of sleep. This initial area is a good place to get your bearings and familiarize yourself with your weapons (if you skipped the tutorial).



You begin the mission standing above the front entrance to the massive pier complex. From this ledge, you must jump down and sneak up to the giant gate.

FAN FINDER #1



The first fan is opposite your starting position, on the rafters above the mammoth front door. You cannot shoot it from your starting position, so jump along the tops of the cargo boxes to the left. When you reach the last box, look up and target the fan. You cannot shoot the fan from the ground.



Slowly walk along the ground floor of the entrance. A snoozing guard is propped up against a computer terminal inside.

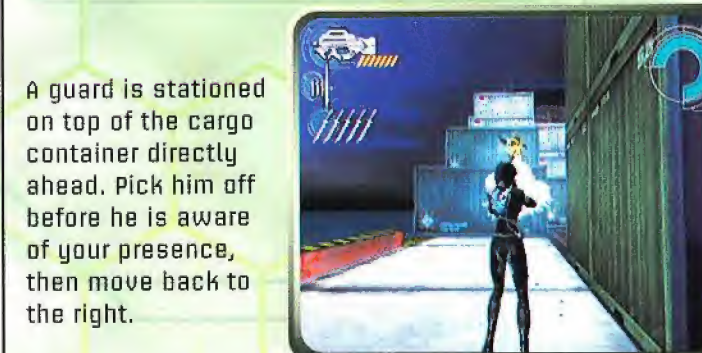
Shoot the guard as he slumbers. If he wakes up, he erupts into action and opens fire on you.



After you down the guard, access the computer terminal that he was leaning against. After you use the terminal, lift the giant door and slip into the pier's next area.



There are several guards patrolling this next area; however, none have seen you just yet. Slowly walk to the left, around the cargo containers.



A guard is stationed on top of the cargo container directly ahead. Pick him off before he is aware of your presence, then move back to the right.



A second nearby guard is on the ground level. The sound of gunplay brings him close, so be ready for him to walk around the cargo containers.

TIP

Remember, you begin each mission with only one standard-issue Sebuoro machine gun and a limited amount of ammo. Always walk over fallen enemy bodies to check for extra guns and additional ammo. If you can use the ammo, you automatically pick it up.



Jump on top of the single cargo container between the double-stacked containers. There are more guards in the next section, so be ready to open fire.



You can usually nail one or two guards from atop the cargo container, but if your quarry proves elusive, hop down to the ground and hunt them on their level. Stick close to walls so as to cover your caboose from any guard sneakier than you.



Look out for a guard stationed on top of the cargo container to the north. You cannot afford to let him get the drop on you. After you down him, jump on the cargo container and grab his gear.



You cannot scale the cargo containers ahead of you. Head right, through the opening between the two stacks of cargo containers.

Immediately look south. There is a computer terminal in the corner. (If you are playing on either Easy or Normal Mode, the terminal is marked with a dot that details the distance. If you are slogging through Hard Mode, you're offered no such help.)



Access the computer terminal to activate the giant cranes on this section of the pier. You must use the slow-moving monsters to get over the towering stacks of cargo containers and into the harbor's next area.



Before heading for the crane, though, detour to a small area to the south. Jump on top of the single container, then jump to the next level until you are on top of the tall stack.



Jump across the gap to the right. You are standing on a series of container stacks that make up a long pathway stretching in four directions.



Run south along the top of the container stacks and drop into the area now to your left.

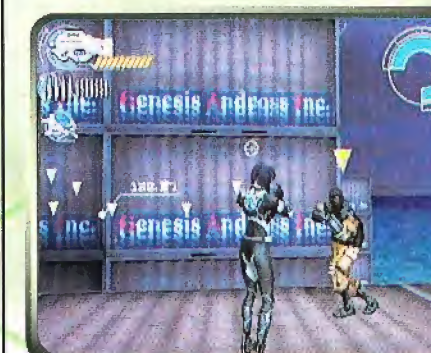
From the walkway, you see guards patrolling below. Take them out from up here or drop down to the ground and hunt them from between the stacks.



When you shoot the head guard down here, a gray arrow appears above his body. Stand over the body and ID him in order to get a visual signal for each member of his squad.



There is one more guard in this small section. Stand between the two close stacks of containers and jump between them to reach an upper platform.



There is another enemy up here. You can walk backward to shoot him, but in these close quarters, you may wish to smack him around a few times instead. If you fall off the stack's side, you run the risk of dropping into the drink.

From up here, jump across the tops of the container stacks to reach the long line of containers. Drop back down into the area next to the computer terminal.



Backtrack from the terminal into the main area you started in. If you shot all of the guards, there's no resistance to worry about.



Head to this area's waterside and look for the stack of cargo containers beneath the now-moving crane. Jump on the single-level container, then scramble to the highest box.



On the topmost container, turn to face the crane. Get ready to jump as it moves close to your position. When the crane is stationary, jump through the sky and grab on to the ledge. As the crane pulls away, climb on top of it and walk to its opposite end near the small metal boxes.



When the crane approaches the end of its run, jump from the crane to the giant stack of cargo containers. Don't drop down from the containers just yet.

TIP

As the crane nears the next section, sharpshoot a guard off of the cargo containers ahead of you. He'll have no idea what hit him.

From up here, you see several guards walking around the area, including those perched on cargo containers. Open fire from up here—it is harder for the guards to get a bead on your position—and try to eliminate a few guards before hopping down.



TIP

Always try to get the drop on enemies. When you attack from above, you usually have the benefit of the first shot, and you have a better chance of tagging them in the head for a single-shot kill.



Drop down to ground level and clean up any remaining guards patrolling the area. Keep an eye out for the guards on the cargo containers.



The guards come running if they hear gunfire close enough to their positions. If you see the telltale yellow arrows nearby when prepping for a kill, get ready for immediate reinforcements.

KILLING THEM SOFTLY

The pier security guards respond quickly to gunfire. However, if you use melee tactics, such as a few well-placed kicks to the cranium, you can stealthily knock out a target without raising the alarm.



It takes several kicks to trash a guard. However, if you are unconcerned with the noise, tenderize a target with a few shots, then close the deal with a kick and a hit.



Kicks and punches often send a guard reeling, even if it isn't the final blow. If a guard is standing near a ledge, a single kick or jab can knock them off their feet and send them careening into oblivion. Because guards cannot swim, much less survive a fall into an abyss, this is an excellent way to thin their ranks without exposing yourself to gunfire.



The next objective is to press a button on the building ahead of you. Walk backward, facing the crane's direction. As you approach the button, pick off the guard on the yellow cargo containers; this clears this section of any threat.

FAN FINDER #2

The fan is to the main building's left. Walk to the button box's left. Look along the side of the building over the water. The fan is tucked behind the nearest pillar, just waiting to be shredded.



Use the moving crane to access the area leading into the warehouse. Head for the wheeled base of the crane, next to the cargo containers to your left. Jump onto the yellow part of the crane's base and pull yourself up, then jump to the break in the container stacks.



There is a guard patrolling the break in the container stacks. Either shoot him off the containers or run for the crane.



A guard is posted opposite of you on some containers. Shoot him from the containers before dropping to the ground.



After picking off the guard on the containers, target any guards on the ground.



Head to the opposite side of the containers the guard was standing on. A restoration kit is tucked behind the crates, next to the pier's edge.

FAN FINDER # 3

The fan is above the building in front of you on the topmost ledge of the façade; blast the fan.



Jump on top of the cargo containers and slip through the open window on the warehouse's side.



Warehouse



The warehouse interior is full of security guards, but the "Major" can remotely hack into the prosthetic body of one of the guards and force him to turn on his own men. This element of surprise has a short shelf life, though, so make those shots count.



Slip into the warehouse and stand atop the stack of cargo containers. Drop to the ground and head left.



Jump against the labeled edge of the cargo containers, then jump again to spring off the vertical surface and land on the top of the cargo containers.



Drop into the next area and look for the patrolling guard to the warehouse's right side, near an elevator shaft. This is where you get the first code for a guard hack.



Dispatch the guard and ID him, then head left along the yellow stripes. Watch the next area of cargo containers; a guard is on top of the nearest stack. Blast the guard off the cargo containers before attempting the hack.

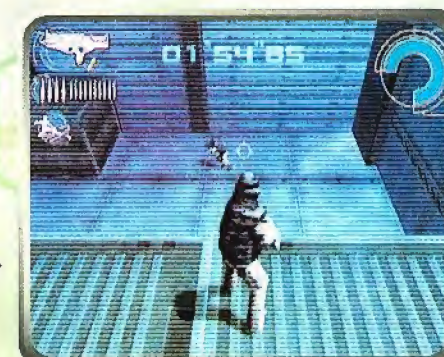
FAN FINDER # 4

The next fan is on the ground in this area's leftmost corner, tucked in a small alcove; tag it before heading to the next area.



If you IDed the guard near the elevator, you can hack a guard in this area. Look for the blue arrow and press X to hack the guard.

You now see the world through the hacked guard's optics. Open fire on the other guards in the area. You nail at least two guards before they turn their guns on your "treachery."





After you are done with the hacked guard, double jump off the cargo container stacks to the left (facing the stacks) to land on top of the next container stack.

TIP

Check the hacked guard's body for a spare hand grenade.



Finish off any guards in this area. Jump to the floor, then double jump to the top of the next cargo container stack.



From up here, finish off any remaining guards before dropping to the ground.



Head for the control box in this room's corner. Press the button on the control box to activate the elevator. Pick up the restoration kit if you are low on health.

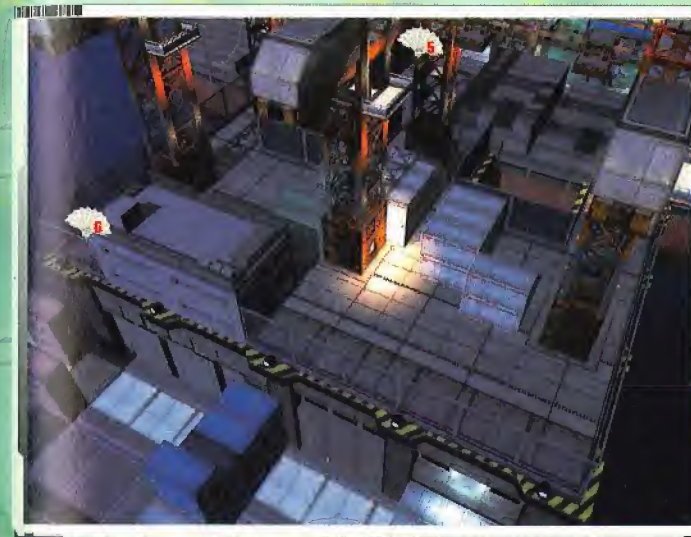


Backtrack to the elevator shaft (near the guard you killed); take the elevator to the pier's top.

NOTE

There is assault rifle ammo on the ledge above the elevator to the right. Jump from the topmost stack of cargo containers opposite the window ledge, grab the ledge, and pull yourself up to grab the ammo.

Pier Top



After clearing out the warehouse, sweep the roof. A platoon of security guards patrols the roof; the closer you get to the pier's edge, the smarter the guards become.



You step out of the elevator onto the warehouse structure's top. There is a guard to your right, on the chain-link fence's other side. Another one is perched on a cargo container's top just behind him.



Go the lead guard so you can get a bead on the other guards on the rooftop.



Several guards patrol this upper outpost. The multiple elevator shafts allow plenty of places for you to hide—but that same benefit is extended to the guards too.

TIP

The hard-hitting AR-27 assault rifle is an excellent weapon for rapidly clearing out these guards. The far-reaching effects of the spark grenade are also effective up here.



Look for the stun unit equipment next to the first elevator shaft to your right.

FAN FINDER # 5

The next fan is tucked inside the elevator shaft in the far corner from where you started. Creep up to the shaft and look up. The fan is sandwiched between the girders.





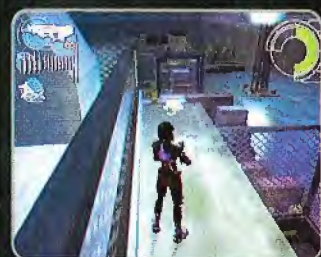
Press a button on the guardhouse wall (up the stairs, beneath an awning) to activate the elevator that takes you to the next area of Niihama Pier.

NOTE

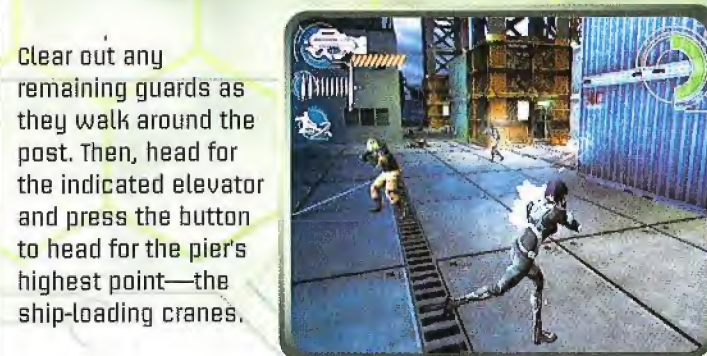
If you are low on health, swipe the restoration kit hidden beneath the stairs. There is also some shotgun ammo hidden behind the elevator shaft to the guardhouse's left.

FAN FINDER # 6

A fan is hidden on top of the awning above the guardhouse wall. Jump between the two stacks of containers in front of the guardhouse and stand on top. Next, jump on the side of the guardhouse and grab the ledge.



Jump again to flip yourself on top of the awning where you can tag the fan.



Clear out any remaining guards as they walk around the post. Then, head for the indicated elevator and press the button to head for the pier's highest point—the ship-loading cranes.

The Cranes



The cranes high above the Niihama Pier present multiple opportunities for career-ending belly flops. Gravity proves almost as dangerous as the security guards positioned on the cranes, so be careful with your jumps. One slip and no amount of nanotechnology will break your fall.



When you step out of the elevator, take the ladder to the crane's top.

FAN FINDER # 7

The first fan in this area is on the other side of the block to your left. Jump on the block's top and look over the edge. The fan is spinning beneath your feet.



Head away from the elevator, along the narrow crane. There is a guard across the way to the left, but he won't engage you unless you shoot at him. If you have a lethal weapon like the AR-27, you can easily pick him off.



Walk along the crane until you reach a perpendicular crane arm jutting away from your position toward the right. There are three small platforms along the arm.



TIP

Before heading across the gap, grab the body armor at the end of this crane arm.

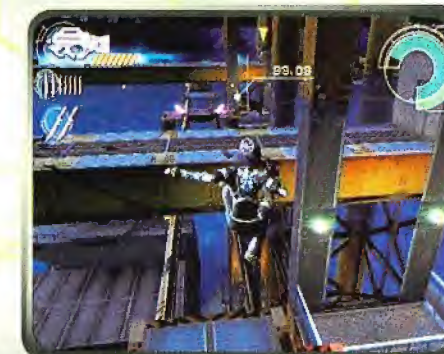


Carefully jump from platform to platform until you reach the other side.



Run down the crane toward the guard at the end. Shoot the guard, grab his ammo, steal his unit ID, then turn back to the yellow button you passed on the way. Pressing the button fires up the crane. It also raises an alarm, which attracts guards and some flying robot sentries. Shoot them out of the sky as soon as possible before they needle your health away.

The crane arm with the three platforms has moved farther down the piece of the crane you currently occupy. Jump across the three platforms to the crane's middle section. Blast as many guards as possible off the center piece before reaching it.



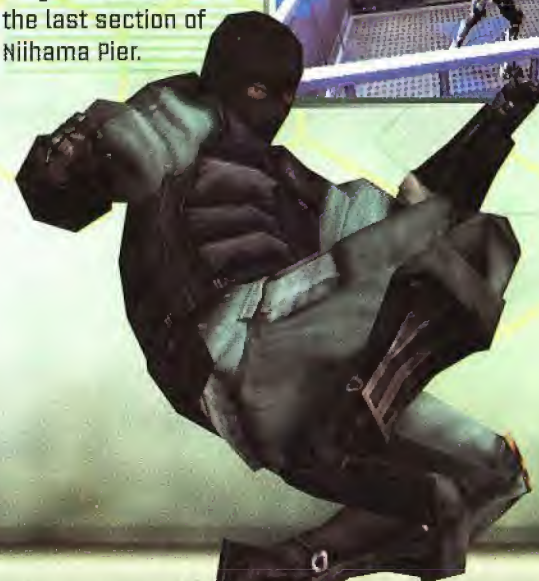
FAN FINDER # 8

On the central crane arm, jump over the giant block at the end. Peek over the edge to see the next fan.



Jump across the next three platforms until you reach the crane's far arm. Look out for another guard on this piece.

Drop down the ladder here and slip inside the elevator. When prompted, press the button on the platform above you. This activates the elevator so you can head for the last section of Niihama Pier.



Pier's End



The assault on Niihama Pier concludes with an ambush by three well-positioned snipers as well as a final push from the security guard force. Your best chance of survival is to hack into one of the snipers and use him to eliminate as many of his compatriots as possible before the jack disconnects.



When you receive your update from HQ, head to the blue cargo container in front of you. There are three snipers in towers above the pier looking for you. It takes only a single shot to kill you, so never stand in the open for very long.

Fortunately, you can see each sniper's laser sighting, which shows up as a thick red line.



When you reach the cargo container, step to the right until you can see a guard standing in the distance. Plug the

guard, then move toward his position. Beware of another guard lurking nearby, just beyond the crane's base.



Keep heading right, past the guard you first shot. The unit commander is in this section of the pier. Shoot him so you can ID all of the guards in his platoon.

After you down the head guard, you see a blue arrow to the north. Hack one of the snipers (press X) and match up the rings.



DEATH FROM ABOVE

When the sniper is under your control, you can dish out some serious damage to the security forces guarding the remainder of Niihama Pier. However, when you open fire on the snipers and guards, the jig is up. Miss a critical shot and your target turns on you. Accuracy is the best way to prevent an untimely demise.



Line up headshots as precisely as possible. All it takes is a single bullet from a sniper to eject you from the hack.

DEATH FROM ABOVE (CONT'D)



If you have time on the hack clock, turn your sights north. Several guards pour out of the white building; if you're a crack shot, you can eliminate two or three before the timer runs out.

TIP

Do not empty out the sniper's rifle. Leave three shots in reserve, then have the sniper jump out of the tower before time runs out. When he dies, the sniper rifle is left on the ground rather than up in the tower. Pick up the rifle as the "Major" and use it at the end of the level, especially if you're collecting fans.

FAN FINDER #9 & #10

After you eliminate the other two snipers, turn your sights on the top of the two cranes here. There is a fan on each crane that you can tag with one or two shots from the high-powered sniper rifle.



Back in control of yourself, return to where you started this section and head northward. A couple extra guards patrol this area, but you see them before they see you.

TIP

A restoration kit is at the base of the southern sniper tower along the water.



Head between the crane's legs and blast the guard standing on top of the two cargo containers ahead of you. ID the dead guard so you can quickly spot the rest of his unit.

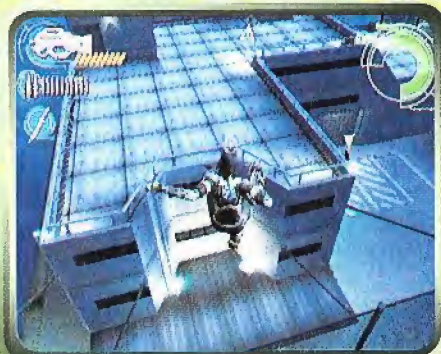
TIP

Follow the water's edge around the back of the cargo containers to a small alcove where you find a spark grenade and rifle ammo.



From the guard you just nailed and IDed, jump up the stack of cargo containers to the northwest. At the top, you are standing near a chain-link fence, and the white building is in front of you.

Shoot any remaining guards from the containers, then jump over the chain-link fence into the pier's final section.



Follow the water behind the white building. A guard is in the back, snoozing against the building's side. Take him out and pick up a spare hand grenade. ID the body to pick up a hacking code for one of his men.



Jump up to the white building's top and engage any final guards. When the scene is clear, approach and access the Jameson-type robot on the roof. This is your first step in what becomes a much larger—and more sinister—operation that threatens all of Japan.

FAN FINDER—GENERAL TIP

Pull out the sniper rifle and turn back to the pier behind you. If you missed any fans, there still may be some to the south and southeast, easily detected through the rifle's scope.



MISSION 2: 03 PARKING GARAGE

SCALE THE PARKING STRUCTURE

The discovery of Fuwa's cybernetic disappearing/reappearing act leaves Section 9 with more questions than answers. This arms deal was more than a simple guns-for-money exchange. There is something far more nefarious going on, and the brawny Batou must exercise a little brute force if the team wants to uncover any additional clues about Fuwa.

MISSION STRATEGY

What Batou lacks in grace he makes up for in strength and courage. The burly soldier must storm a giant parking garage to secure a suspicious cargo shipment. This package must be something important—a legion of deadly security robots guards the structure's bottom floors, while a small army of security guards protects the territory closer to the shipment.

Section 9 Agent: Batou

Enemies: Security guards, Snipers, Security robots

Level 21



This mission begins on Level 21 of the structure. Perhaps using the elevator wasn't the brightest idea, though, as the security robots are now aware of your presence. Blast through the first waves of robots and make for the stairs to Level 22.



As you begin the mission, step ahead and look left for a ticket dispenser marked with green lights. This device grants you a pass to the garage's next level, but you must fight your way through some robots in order to reach it.



Two groups of security robots guard level 21 of the garage. The first grouping is just ahead of the ticket dispenser. Watch for one already in view. The other units roll out of hiding as you trek through the garage.



Round the next corner and look out for more security robots. Four robots are in this second grouping, which spreads to level 21's end.



Before heading to Level 22, check for additional Seburo rounds next to the blue car by Level 22's gate. A spark grenade and the shotgun are next to another blue car at Level 21's far end.



When all of the robots are scrap metal, head for Level 22's gate. Activate the terminal to the gate's left to advance up the ramp.



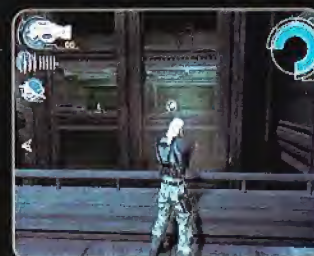
BATTLE 'BOTS

The security robots are slow-moving droids, but they are lethally accurate. When you see one of the 'bots, open fire and aim for their glowing red eye. Nailing that red eye is the equivalent of a headshot and causes the robot to explode.



FAN FINDER #1, #2, & #3

There are three fans on Level 21. The first is across the parking structure's central gap, just after you make the first right corner.



The second fan is located above the green truck's hood.



The third fan is tucked behind a blue car against the wall. Position yourself flush with the wall and look down beneath the car's bumper to see the fan.

level 22



As you close in on the shipment, human guards augment the security force. Look out for the guard with a grenade launcher. His firepower can erase your health meter, but if you knock him to the ground, you can appropriate his hardware.



As you step through Level 22's gate, rip apart the security robot on patrol.



The grenade-launching guard is stationed just out of sight to the left. Use the wall between you and him as a shield. Step out from behind the wall, fire off a few shots, and duck back in before he unleashes an attack.



ID the guard to get a visual reading on all units under his command, and pick up his grenade launcher.

CAUTION

Be careful switching weapons next to the gap in the center of the garage. You throw your unused weapon when switching gear, and if you're not careful, you may throw one of your guns into the gap.



Use the grenade launcher to clear some of the security robots patrolling the garage across from this spot. Aim higher than your target, as the shells arc as they travel through the air.

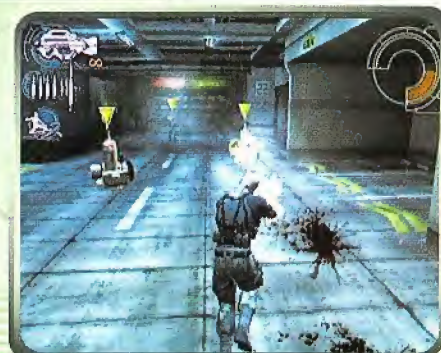
Next, head to the green control panel in the corner and activate it. A collection of Seburo ammo is on the ground next to the terminal.





After you weed out a few security robots with the grenade launcher, hop on one of the thin metal planks and carefully cross the gap in the structure's center. If you fall, you restart at level 22's beginning.

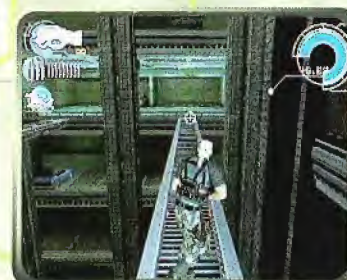
On the structure's other side, open fire on the remaining robots. Spark grenades are especially effective at dismantling the robots.



A single human guard is on this side of the structure, and he's well armed. Take the guard down, and head for the last blue car to find a spark grenade and another shotgun. If you emptied the grenade launcher, switch it out for this shotgun.



Pick up the gear, then activate the nearby terminal and grab the restoration kit on the ground.



Now, head back across the narrow planks to the garage's other side. You must now take the stairs to levels 23 and 24. The door is marked with an exit sign.

FAN FINDER #4 & #5

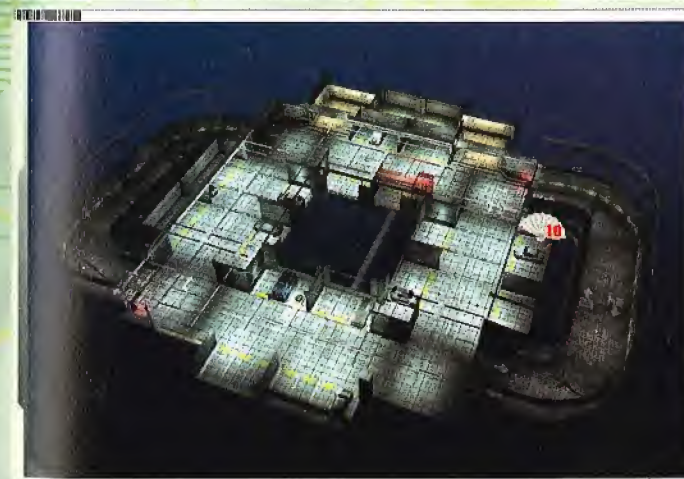
As you cross the metal planks to reach the garage's other side, look right. A fan is twirling in the corner.



Level 22's second fan is near the terminal with the restoration kit. Look above the wooden fence next to the terminal. Blast the fan.



Levels 23 & 24

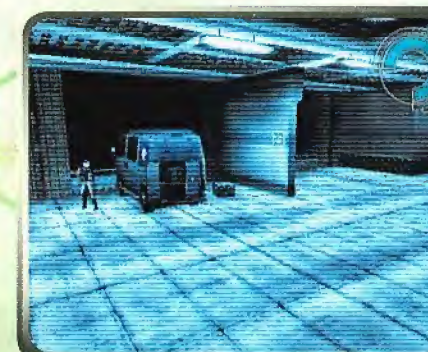


You cannot immediately access Level 23 from the stairs. However, you can use the security camera network to do a little recon on the cargo shipment you must intercept.



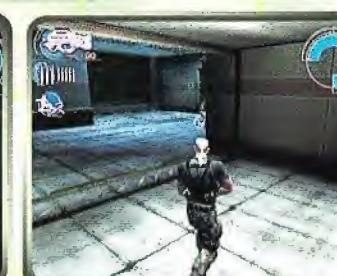
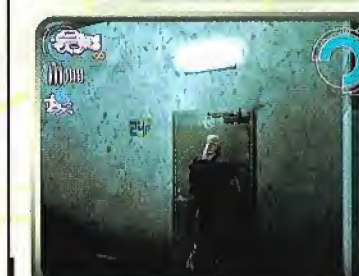
Slip through the door marked for level 23. Access the green computer terminal.

The security camera reveals several human guards standing watch over the shipment. Unfortunately, you can only use the cam to peek over their shoulders.



FAN FINDER #6

A fan is next to the camera terminal. Look just beyond the lip of a pillar to find the fan hiding on the floor.



Head back into the stairwell and continue to level 24. When you step through the door at the top, you spot a human guard across the way. Target him before he sees you.



There is a second guard to the right, around the corner. After you eliminate this guard, ID the first guard to snag a hack code.



The guard that's vulnerable (designated with a blue arrow) is now to your left, on the wooden fence's other side. Hack the guard. Your time inside his skin is short. You may be able to shoot the guard to his right, but you'll probably be forced out before you can squeeze the trigger. Of course, you can always just jump into the void to neutralize the guard.

NOTE

If you are low on ammo, don't make the guard jump into the gap. Just kill him by severing the hack, then snatch his supplies.



After you're done hacking the guard, use the thin metal plank to cross the garage's center. There are several human guards on the structure's other side. Use grenades to eliminate them as you cross.



When you reach the structure's other side, move to your right. There are more guards just around the bend and a handful in the alcove to the left.



Take out the guards to the right first. Search their bodies for extra gear, such as shotguns and grenades.

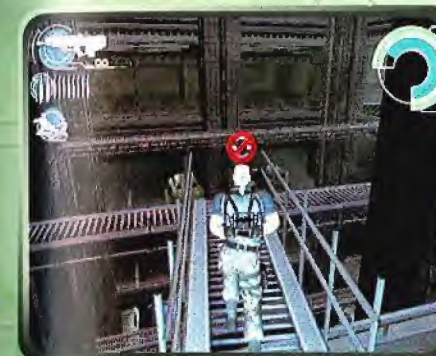
After you down the guards to the right, turn back and look into the alcove marked with the large "24." Three additional guards are in this section. The first stands watch in the center. Dispatch him quickly.



Cross into the alcove and swing left. A small door here leads to a side room, which contains two more guards. If

you have one, lob a grenade through the door. Then storm the room and shoot anybody not incinerated by the grenade attack.

A computer terminal is on the left wall; it gives you the unit ID, but by now, all of the guards in the unit are pushing up electric daisies. Grab the body armor on the table at the room's far end before leaving.



Leave the side room, then head to the end of the level where you shot down the rest of the guards. Head up the small stairs to the right, and stand on the thin metal plank bisecting the garage's center.

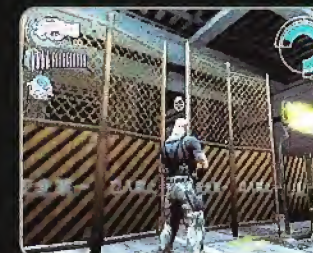


If you head left, you can pick up some extra shotgun ammo in a small side area. When you are ready to leave, head right and jump back on the cement floor.



Look down to the ground to see a hole in the floor. If you're collecting fans at this point, make sure you have all the Level 24 fans before hopping into the hole.

FAN FINDER #7, #8, & #9



The first fan on Level 24 is hidden behind this fence, but you can easily tag it through the crack.



The second fan is near the gate leading to level 25, which you cannot access. Approach the gate and aim your weapon to the passage's upper-left side. The fan is hanging in the air.



The next fan is at the bottom of the hole leading to Level 23. Check above the wooden fencing for the fan.





Another metal walk is behind the ladder. However, when you step out on the plank, the guards patrolling the level spot you and open fire.



Step carefully onto the metal catwalk. Look for guards to assail you from the left and from ahead. Use your gun and grenades [regular or spark] to start clearing them out.



Beware of a sniper stationed to the left behind a red car. Bounce a grenade off the wall next to the sniper to take him out before he can get a shot off.

TIP

You can throw a grenade all the way across the gap, but you must aim higher than your target to compensate for the grenade's arc trajectory. Aim too low and the grenade falls into the gap. Aim too high and it falls well short of its mark.



After you cross the plank, turn your attention to the left. Unless you nailed at least three guards, including the sniper, there is one more guard over there.

The next section is a little trickier. There are two more snipers around the corner, next to the signs reading "23." If you step out in the open, one of them cracks your noggin.



If you have any grenades, use them now. However, if you don't, just quickly peek around the corner to get an idea of where the snipers' heads are. Raise your sight to that level, then step out and go for the headshot.



Next, cross the garage and run into the alcove with the large "23" on the wall. There is a small side room that contains only one guard.



Step into the doorway and blast the guard. If you still have the grenade launcher, extra ammo is in this room. A camouflage unit is on the table; this helps you on your final assault.

With the camouflage obscuring your presence, exit the small room and back through the garage toward the van, which is identified by the gray point on-screen. Tag the remaining guards before they know what hit them.



FAN FINDER #10

The final fan is to the green car's right, where the snipers were stationed.



Finally, approach the van. A call comes in over the radio. The van was hired by Fuwa to make a delivery, but now you've managed to wrest control of the cargo. Check the box next to the van to see what was so important it required a small army of security forces to protect it.



A bowlful of rice? Surely there has to be more to this conspiracy than mere rice. The Tachikomas rejoin Batou, and the action switches back to the "Major."



MISSION 3: MULTILEVEL WAREHOUSE

SEARCH THE COMPOUND

After the discovery of the rice, Fuwa has become the central focus of Section 9's investigation. Aramaki has assigned the "Major" to infiltrate a warehouse facility where they believe some of Fuwa's personal possessions are stored. The warehouse is full of armed guards, with reinforcements on the way, signaling that Section 9 is most certainly barking up the right tree.

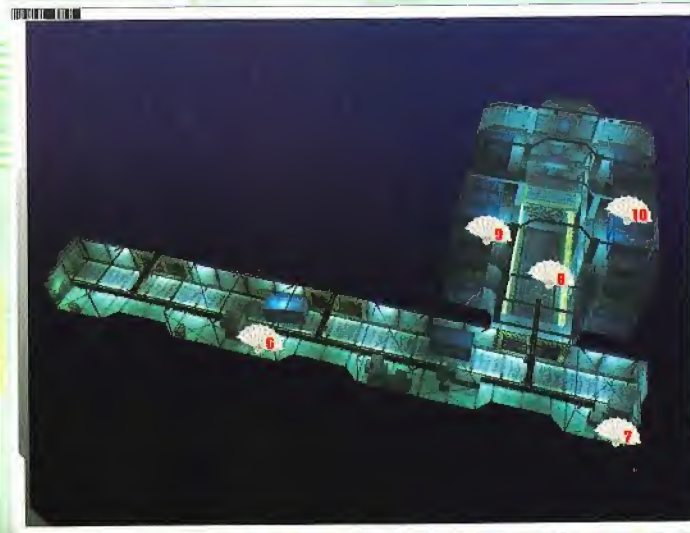
MISSION STRATEGY

The warehouse is divided into two main sections that are connected by a hallway full of robot guards. The "Major" must infiltrate the warehouse's first half and unlock the proper sequence of doors to access the second half, where Fuwa's storage is located.

Section 9 Agent: "Major" Motoko Kusanagi
Enemies: Security guards, Security robots



Warehouse 1



As you enter the warehouse, two security robots on the bottom level confront you. They are easy marks from far away, so plug them before they get close enough to open fire with both barrels.



After you finish off the two robots, either turn your attention on the security robots patrolling the floor above you, or make a break for the door on the room's other side.



FAN FINDER # 1



The first fan in the warehouse is located above the door where you entered. Jump atop the beam sticking out of the wall above you, then shoot the fan.



Head up the stairs to the second level. There are two human guards in this hallway. Blast them before they notice you, then pick up the assault rifle. It is a powerful gun that shreds the robots' armor plating.

MISSION 3: MULTILEVEL WAREHOUSE



ID the fallen guard (indicated by the gray arrow). He was in charge of a large unit, and you definitely want any advance warning of trouble.

TIP

Enter the door in this hall that leads to the warehouse's second floor. If you already blasted the two security robots, run to the room's left side and grab the spark grenade between the cargo containers.



Charge up the stairs to the third level. There is a ventilation shaft on the floor ahead of you. It's too small for the "Major" to fit into, but perhaps there is something she could commandeer to squeeze in there instead.



Head through the door on the third level to access the warehouse's main part again. There is another security robot on patrol up here. Shoot it before it gets too close.

TIP

The security robots have a single eye in the middle of their "heads." When the eye is blue, the robot is in basic patrol mode. However, if it turns red, that means you've been spotted and the robot is en route.

FAN FINDER #2

There is a fan on this third level. Look on the warehouse's left side, on top of the far cargo container.



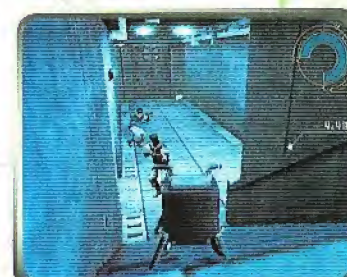
After you down the robot guard, head to the room's left side to pick up extra Seburo ammo. Then, head to the room's right side to access a large yellow control panel on the wall.



Accessing the panel puts you in charge of a small Jameson-type robot. The small droid is much more mobile than the "Major" in tight spaces. Send the Jameson-type through the door you entered and into the hall.



Direct the Jameson-type through the vent and into the warehouse's second part. Head down the flights of stairs to the bottom level.



There are two human guards on the bottom level, but they pay no mind to the Jameson-type. Move the robot beneath the control panel on the wall. The robot automatically hits the button, unlocking the warehouse's second half.



When you're back in control of the "Major," return to the stairwell and head down to the second floor. The door at this hall's end is now unlocked.



Head through the door and move down the stairs. There are two guards on the bottom level. Surprise them from above with a grenade attack, or just come into the room with guns blazing.

FAN FINDER #3

There is another fan in the back corner of the room with the two guards. Deal with the guards, then get the fan.



Enter the warehouse and eliminate the two robots on the bottom floor. If you can, target the robots on the second level so you don't have to deal with them later.



Duck back into the stairwell and head for the second level. Pop back inside the warehouse and take out any robots you didn't already destroy.

TIP

Head down the right path on the second level. There are two regular grenades in the middle gap between the cargo containers.



Take the stairs to the warehouse's third level. Head down the left side and jump on top of the middle cargo container to pick up some body armor.

There is another yellow control panel on the wall at the end of the right path. Activate the panel to unlock the door at the bottom of this portion of the warehouse. Jump down to use the newly unlocked door.



FAN FINDER #4 & #5

After accessing the control panel, turn around to face the opposite wall. A fan is sitting on the ledge above the door you just used.



There is another fan on this room's floor, tucked behind the grounded lift in the center. You cannot see the fan unless you are on the side of the room with the large door.



The large door on the ground level opens into a long passage. Two security robots patrol the hall. Behind you in the corner of the room is a restoration kit.



After picking up the restoration kit, work your way down the hall toward the two robots. As you pass the barrels on the right, aim to the room's left side to get a bead on the first robot.



The second robot is at the hall's far end. Aim between the large blue cargo container and the stack of crates to nail the 'bot before it sees you.

FAN FINDER #6 & #7



There are two more fans in this hallway. Each fan is hidden behind a pile of crates. The first one is behind the L-shaped crate pile in the passage's middle. The second fan is behind a stack of crates at the hall's far end.



After you junk the two robots, hit the switch on the wall next to the big door. It's surrounded by yellow stripes.



Inside the last room, your team calls you. There are multiple units en route to the warehouse, so time is of the essence. Jump up to the girder above you and pull yourself up.

Next, jump to either side of the second level and grab the ledge. Pull yourself up again and make for the platform in the room's center.



NOTE

The Stun Unit Equipment is located on the ledge opposite of the open container.



Jump to the room's third level. There is an open cargo container up here—it's Fuwa's. Examine it to send vital data back to your team.



Just as you finish uploading the data, the reinforcements arrive. Target as many guards from your perch as

possible. If you have grenades, hurl them down to create a panic.



One of the reinforcements has a grenade launcher. He positions himself beneath the girder; throw a grenade near the girder to take him out. Mop up the remainder of the guards and head for the exit.

FAN FINDER #8, #9, & #10

There are three fans in this room. The first fan is near the ceiling above your entry point. Snipe it out of its perch. If you need to get closer to it, climb to the room's third level.



The next fan is behind the open door to the right of Fuwa's cargo container. Step behind the door on the right side and blast the fan.



The final fan is on the room's bottom floor between the blue crates. Lean in and shoot it on the ground to finish off the collection.

MISSION 4: TOHOKU A.R. RESIDENTIAL BLOCK

HUNT DOWN KEI YAZAWA

The twisted trail of clues leads Section 9 to the Tohoku Autonomous Region, an evacuation site for scientists used during World War IV. The "Major" must find Kei Yazawa, a scientist who worked with Fuwa at the site. Thanks to the optical camouflage, the site looks like a fully functional dam. The "Major" must begin the search for Yazawa in the site's residential area, which is swarming with security guards.

MISSION STRATEGY

This mission is an equal mix of shooting and gymnastics. You find yourself hanging from ledges hundreds of feet in the air one minute, then blasting an entire platoon of guards the next. However, you can use your height to your advantage in several areas, so always look for opportunities to get the drop on unsuspecting guards.

Section 9 Agent: "Major" Motoko Kusanagi

Enemies: Security guards, Security robot, Flying sentries

Monorail Station



After the crash, the monorail station isn't much to look at, but the "Major" must carefully inspect the area for weapons, look out for guards, and find a new way to access the residential block.



When you exit the monorail wreckage, you're standing on top of the station. No guards patrol this area. To your right is a panel with a large yellow button. Activate the panel to learn a little history about the Tohoku Autonomous Region. After the message, use the stairs behind the panel.

FAN FINDER #1

The first fan is difficult to see against the bright sky. Head up the stairs to the left of your starting point; the fan is spinning on top of the lamp ahead of you.



Four guards patrol the stairwells down here. A single guard is on the first level, and a lone guard is on the second level.



Two guards are on the lowest level, including one that you can ID for unit information. The guard with the ID is usually positioned under the stairs, so you cannot see him until you step off the stairs.

Step off the stairs and quickly turn around to face the opposite direction. The guard is there. Aim for his head to take him out quickly and minimize the number of shots he can fire at you.



Before heading back up to the first level, get the restoration kit from the catwalk's end on the bottom level.

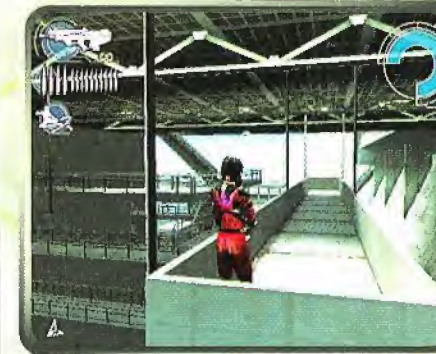


Back on the first level, retreat until you see a long metal girder stretching across the expanse of the monorail station. Jump and grab the girder with [R1].

Holding on to the girder, slide left until you see a length of catwalk below. You must keep holding [R1] as you move, or the "Major" lets go.



Drop to the catwalk. Run to the ledge's opposite end and turn back to face the direction you came from. There is another girder above you; jump up and grab it.



FAN FINDER #2

At the first catwalk's far end, look at the giant cement blocks dropping down over the dam's side. A fan is twirling on the bottom block, near the staircase. Shoot the fan.





Slide along the girder until you hover over another stretch of catwalk suspended from the ceiling; drop down to it. Two hand grenades are at the catwalk's opposite end.



You can either drop to the ledge beneath you or continue moving left to another ledge that is halfway across the building's face. Work your way over to the second ledge and walk to the left side of it.



Jump back to the same girder, and shimmy to the monorail station's far side. Drop to a narrow ledge that juts out of the far wall of the nearby building.



At the ledge's end, turn right and jump to the next narrow ledge. Stick close to the wall to avoid falling.



At this ledge's end, jump up the building's side and grab the rail above you. Shimmy left around the corner to the building's other side.



Drop down to the platform beneath the ledge. It's a long way down, but you survive the fall without a scratch. Just don't leap out so far that you miss the platform completely.



RAINING DESTRUCTION

Height is often your best ally against enemies. From above, you can nail those easy headshots before they can mobilize and fight back. But if you have a supply of grenades, you can really decimate their forces without putting yourself in danger.

For example, you're too far out of range on these high ledges to pepper your enemies with gunfire. However, grenades, with their time delay, make an excellent long-distance weapon. Several enemies are on the rooftop to your right, and none are aware that you are within striking distance.



Lob a grenade from the ledge to the rooftop. Aim higher than your target or gravity causes the grenade to fall short. Guards often run when they spot a grenade on the ground, but because most of the detonation

delay is spent in midair, they won't have time to react when it finally lands next to them.

On small surfaces, like this rooftop, enemies have limited room to react. They may not have anywhere to run and will get caught in the blast. Sometimes, if you really put them in a desperate situation, they actually jump off the roof rather than get blown up.

When you're on the platform, turn so you face the monorail station. An outdoor patio is beneath you, but a guard is currently watching it.



Shoot the guard, then jump to the patio.

Jump on the box on the patio's right side. From here, you have enough height to run and jump to the rooftop with the four guards. Hold **[R1]** while jumping so you automatically grab the rooftop's edge.



TIP

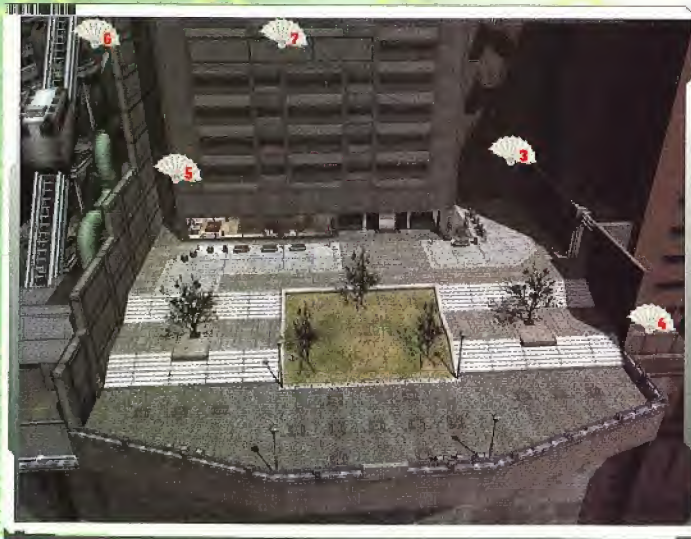
From the patio, you are close enough to shoot the guards on the rooftop. Thin their ranks a little before making the leap.



Pull yourself up onto the roof and finish off any remaining guards. Collect their ammo [there is additional shotgun ammo on the rooftop's right side] before heading down the elevator.



Residential Complex



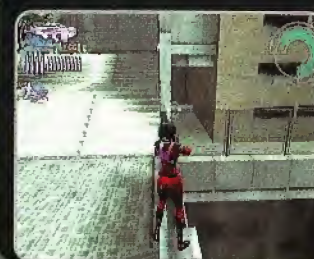
Even though you finished scaling the building's side, your acrobatics aren't over yet. The next sequence involves some carefully timed jumping to get up the side of one of the residential buildings. Plenty of guards patrol the area, watching for intruders.

FAN FINDER #3 & #4

There are two fans very close to this area's starting point. The first fan is to your right on the old fire escape's bottom level.



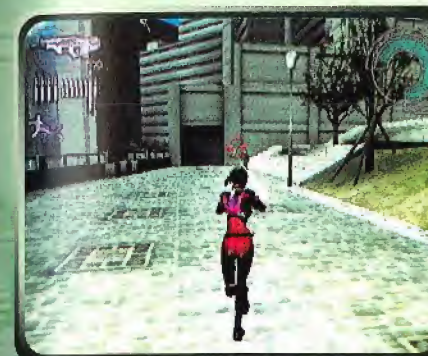
The second fan is a little tougher to get. Step to the left edge of your starting point's area. Gingerly hop on top of the railing—jump too far and you fall off the railing.



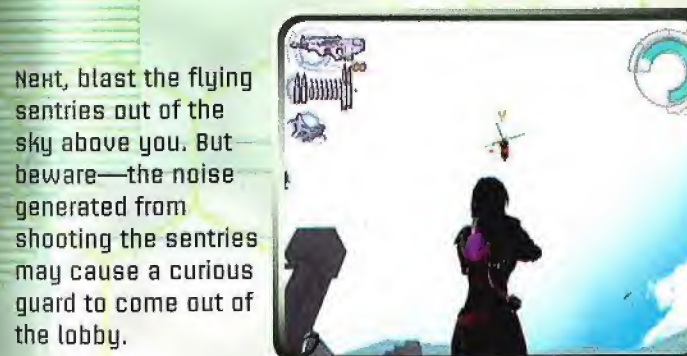
The fan is on the opposite landing to your left, just beyond the chain-link fence. Line up your sight with the fan. Jump up straight up and shoot the fan.



Several guards are in this first area. One guard is stationed at the door on the area's opposite side. Three flying sentries patrol the sky, and the lobby of the building to your left is full of guards.



First, head for the guard at the opposite door. You can easily blast him before he detects you.



Next, blast the flying sentries out of the sky above you. But beware—the noise generated from shooting the sentries may cause a curious guard to come out of the lobby.



Head into the big building's lobby. There are several guards in this small space, making a grenade attack ideal.

MISSION 4: TOHOKU R.A. RESIDENTIAL BLOCK



Whatever guards you don't incinerate with a grenade, mop up with your guns. One guard hides in the room's far corner, behind the elevator bays. He pops out to take a shot at you, so be ready for him.



A restoration kit is on the small table in the lobby. There is also an extra hand grenade on top of the vending machine near the door to the lobby. Check the vending machine for additional information on the MM-rice. Search the lobby, then take the elevator up.

When you step out of the elevator, head down the outside alley to your left.



FAN FINDER #5

Head to the alley's end and look to your right. A fan is on top of the bushes.





You must use your triple jump to reach the ledge above you and continue. Position yourself on the alley's right side, beneath the ladder.



Jump toward the wall. When you touch the wall, jump and press the left analog stick toward the alley's left side. When you touch this wall, jump again and press the "Major" toward the right. Hold **[R1]** to grab the ledge in case you're a little short. Otherwise, you should land on top of the ledge.



From this ledge, turn and face the direction you came from. Another ledge is on the alley's right side. It's too far to reach with a single jump, so jump against the wall to your left. Jump off that wall to sail toward the ledge. Again, hold **[R1]** just in case you're close enough to grab the ledge.



There is a security robot on the bridge behind you. Turn back and blast the robot.



Jump and grab the pipe above you. Shimmy left to the pipe's end; then hold **[R1]** and jump toward the bridge above you. Grab on to the bridge's edge and pull yourself up.

Hit the large red button on the wall to your right to unlock the door at the building's base.



TIP

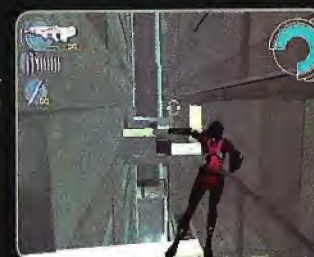
There are two hand grenades on the bridge where you shot the security robot. Use the pipes on the wall to shimmy across that platform and pick up the grenades.

FAN FINDER #6 & #7

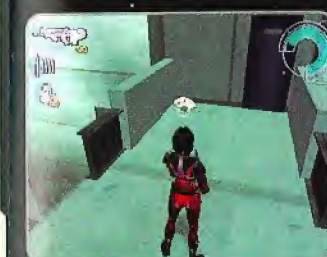
There is a fan that is only visible from the bridge with the security robot. Use the pipes to reach the bridge, then face the huge water pipe. The fan is on the ledge just below you.



The next fan in this area is quite easily the toughest fan in the game to find. First, stand on the half-wall of the bridge and hold **[R1]** in a death grip. Wall jump to the left, then to the right wall, and bounce back to the left. Grab the rail above you.



Jump off the wall and bounce off the left wall. Sail back to the right wall and grab the third railing. Now, shimmy toward the bridge in the center. The fan is on that middle bridge.



Stop a few feet from the bridge's side. Still holding **[R1]**, jump away from the wall to the left. Bounce off that wall and grab the bridge's edge. Pull yourself up to the bridge and shoot the fan.



Now that you have unlocked the door, jump down to the alley and head back to the elevator.



When you are back at the complex's base, head out of the lobby and open the door that was originally protected by the single security guard.



There are two guards patrolling near the base of the staircases on the door's other side. Run down the stairs near you and shoot the two guards.

FAN FINDER #8

The next fan is tucked underneath the staircase to the right of the stairs you first walk down. Look for it behind the middle support pillar.



NOTE

ID the guard with the gray arrow to get a visual on all of the guards in his unit.

TIP

A restoration kit is behind the pay phone on this first landing's far end.



Head up the farthest set of stairs, blasting the security guards. You cannot shoot through the railings, so you must have a clear, unobstructed shot.



Pick up the camouflage unit at the top of the stairs. The temporary invisibility is extremely helpful when dealing with the next batch of security guards.

Jump from the top of the stairs to the right, landing in a fenced-in area. A guard is stationed here, but with you cloaked, he'll never know what happened.



Head up the stairs to the lobby of another residential building. The lobby is full of guards. If you did not get the camo unit, use grenades to clear the room. However, if you are invisible, gun down all of the guards.



After the room is empty, score the extra ammo to the right of the elevators, pick up any additional ammo from the fallen guards, and access the elevator.



FAN FINDER #9

Before heading up the elevator, back out of the lobby and look up on the building's left side. There is a fan several stories up, but it is close enough to shoot.



Because this elevator is not fully operational, you must jump through the hole in the roof to access the top floor. When you are on top of the elevator, use the railing on the wall in front of you to reach the elevator door above you.



Jump toward the wall to the right while holding down (R1). At the height of your jump, jump off the wall to grab the middle railing. Move right and jump toward the wall again, then jump away to grab the top railing. Pull yourself up and head through the open door.

Two guards are on the room's opposite side when you exit the elevator. Blast them, then head outside onto the ledge where the guards were.



Head right and wrap around the building's side. Another security guard is stationed at the ledge's end. Blast him before he's aware of your position.



Run to where the guard was stationed. Jump down to the landing beneath you. Pick up the restoration kit behind you if necessary.



Run across the landing and jump up to the next rooftop. Grab the building's edge, pull yourself up, and get ready for another fight.

There is a piece of stun unit equipment atop the yellow box in front of you. Jump on the pipes on the yellow box's left side, then hop on top of the roof to get it.





By now, you have drawn the attention of at least one of the three flying sentries swarming over the rooftop. A dark-colored building is ahead of you. There are more security guards beyond it, so shoot down as many of the sentries as possible before moving past the building.



Run past the building, then use grenades and your guns to take out the final guard battalion on the rooftop. They are chiefly concentrated at the far end, and a good grenade throw finishes them off. Shoot down any remaining sentries now.

FAN FINDER #10

Jump on top of the elevators at the rooftop's end. Stand at the elevator's far edge; the last fan spinning beneath you.



Finally, access the elevators to head down into the dam site, ending the mission.



MISSION 5: TOWOKU A.A. DAM SITE

DISABLE THE COMMUNICATIONS JAMMER

While the "Major" is searching the residential block for any sign of Kei Yazawa, Batou must force his way into the depths of the dam and disable the communications jammer that has imposed an unwanted radio silence. The mission requires pure brute force, and that's something that Batou can deal out with punishing fury.

MISSION STRATEGY

In order to get into the dam's labyrinthine interior, you must face a gauntlet of security guards and two explosive turrets that rain down fire as you approach your objective. To survive, search every fallen guard for additional ammo and powerful weapons that will turn the tide in your favor against the twin turrets.

Section 9 Agent: Batou

Enemies: Security guards, Security robots, Shielded security robots, Turrets, Jigabachi

Dam Exterior



Your initial assault on the dam site is met with great resistance. An entire guard battalion attempts to bar your entry, and should they fail, two massive turrets are positioned at the the middle of the dam as a last defense. Your best chance for survival against these enemies is to never stop shooting and never stop moving, lest the turrets get a bead on you.



When you begin the mission, a platoon of guards are ahead of you. Some are out of sight farther ahead.

FAN FINDER #1

The first fan is directly behind your starting point. The fan is atop one of the columns to the left of the fence at the monorail track.



Head up the dam's top with your guns blazing. Target the middle guard as soon as possible—he has a grenade launcher that is devastating.





After you down the middle guard, pick up the grenade launcher (ID him if you want, but the other guards in his unit are already visible) and keep blasting the other security guards as they dart back and forth across the dam.

Keep moving across the dam, targeting the security guards. You should down them all before turning your attention to the two massive turrets.

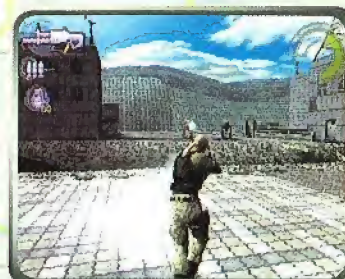


CAUTION

The twin turrets alternately open fire on you. As long as you keep moving, you can usually stay ahead of their streams of fire. Stand still, though, and they easily zero in on you.

TIP

There are extra shotgun shells on the dam's right side, next to a small computer. There is a guard stationed at the computer.



When all of the security guards are down, target the turrets. Stand close to the dam's edge and switch to the grenade launcher. The grenades arc as they soar through the air, so if you want a direct hit, you must aim slightly higher than the turret's body. A couple well-placed shots destroy each turret.

After you smash the turrets, activate the computer terminal on the dam's right side, next to the building. This terminal activates an elevator farther back on the dam.

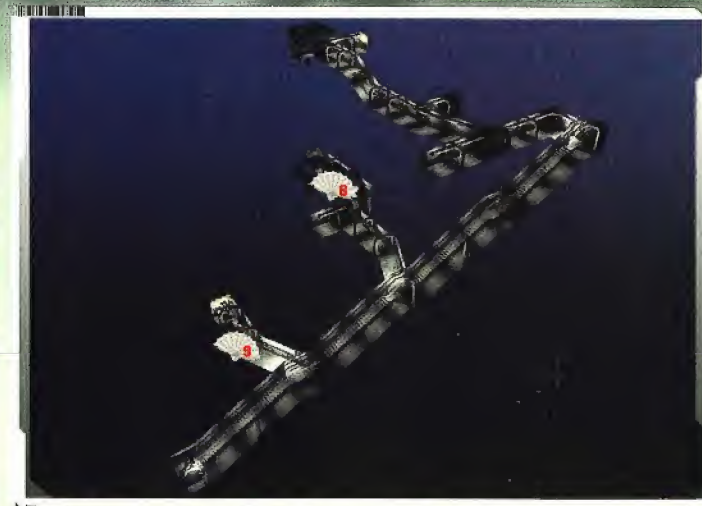
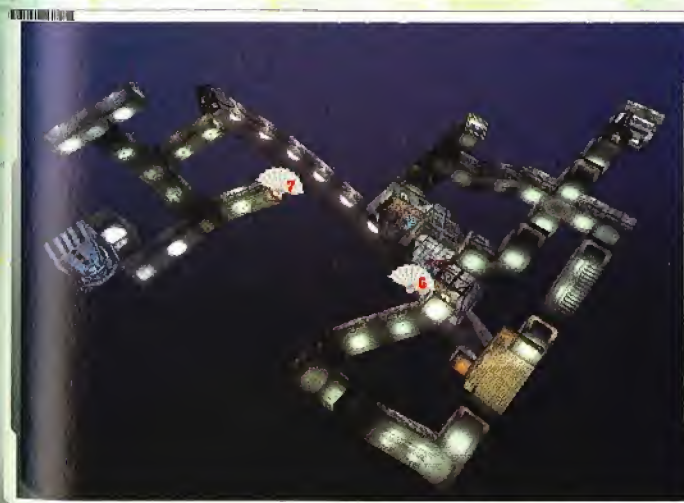
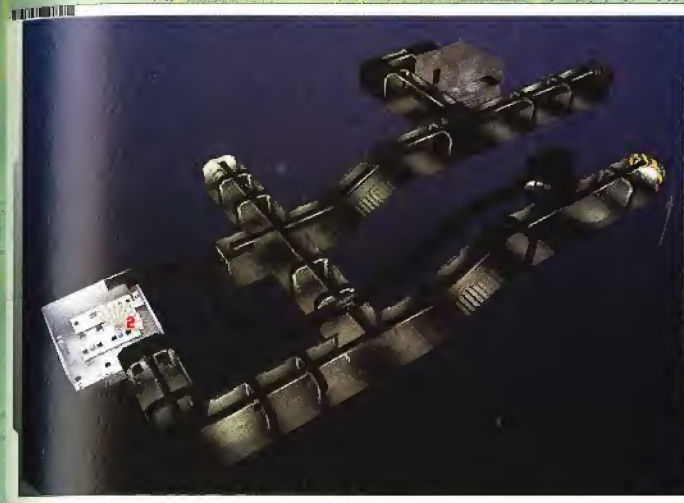


Head for the elevator shaft farther up the dam. Enter the building that houses the elevator and head down into the dam's interior.

NOTE

A restoration kit is to the elevator's left, down the short flight of stairs.

Dam Interior



Inside the dam, walk along the corridor until you reach the first junction; turn right.

Proceed down this corridor, then make the next left. Head up the stairs.



A restoration kit is at this corridor's end. Look for the nearby ladder.



Take the ladder to the top, crouch, and squeeze into the ventilation shaft. There are no junctions inside this shaft; just follow it to its end.



At the ventilation shaft's end is an open grate. From the grate, you spy two security guards in the room below. Inch forward and shoot both guards before dropping into the room.

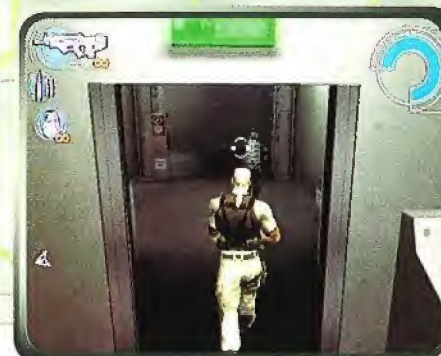


Inside the room, activate the red button on the large control panel to unlock the exit door.



FAN FINDER #2

The next fan is hidden beneath the table in this room. Crouch next to the table to shoot the fan.



Exit through the room's door. There is a guard just outside the door. Blast the guard, and ID him to see the location of the rest of his unit.

Follow the corridor until you reach the next junction, blasting any guard you encounter on the way. Head left at the junction and keep shooting guards as they approach.



Exit through the nearby door.

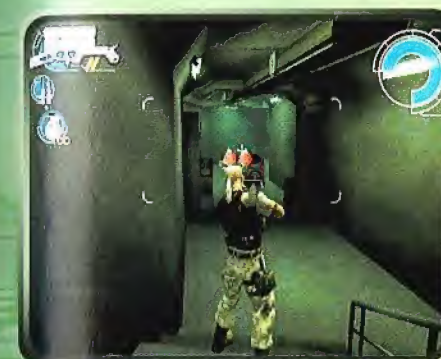


You're in an open corridor. The door to the right leads into a small room. Inside the room is a missile launcher that is useful against the upcoming security robots.



FAN FINDER #3

There is another fan in the small room with the missile launcher. It's on one of the shelves lining the room's ceiling.



Now armed with the missile launcher, you can easily take out the shielded security robots patrolling the hallway.

TIP

With the missile launcher, the robots' shields are not an issue. However, if you have only a gun, aim for the robot's red eye between the two shield panels. Slip a shot between there and the robot explodes.

Move up the next flight of stairs. There are more security guards and robots on patrol up here. In such close quarters, use your guns—if you accidentally fire a missile into a nearby wall, you can damage yourself.



The security guard to the left is armed with a grenade launcher. He is your first priority when you reach the top of the stairs.



After you down all of the robots and guards, head into the alcove where the guard with the grenade launcher was stationed. Activate the red button on the wall.

FAN FINDER #4

The next fan is on the lift to the red button's right. Aim and jump to shoot it.



Next, turn away from the red button. Head down the corridor to your left. There is a hole in the ground at the end of the corridor with a ladder. Just drop down into hole—it's shallow enough.





A shielded security robot is around the corner guarding a body armor upgrade. This is a perfect place to unleash the missile launcher.



Take the ladder back to the surface. Head left. Just before the alcove with the red button, take another left.

Continue down the corridor. Slip down a flight of stairs and take a right at the T-junction.



FAN FINDER #5

At the bottom of the stairs, take a left. There is a small room with a primitive gadget that measures the slant of the dam. A fan is on top of the equipment.



Head down another stairwell and drop the two security guards stationed at the bottom.



Continue moving down the next stairwell. There are more security guards at the bottom. Dispatch them with your guns or a grenade from above, then take a right.

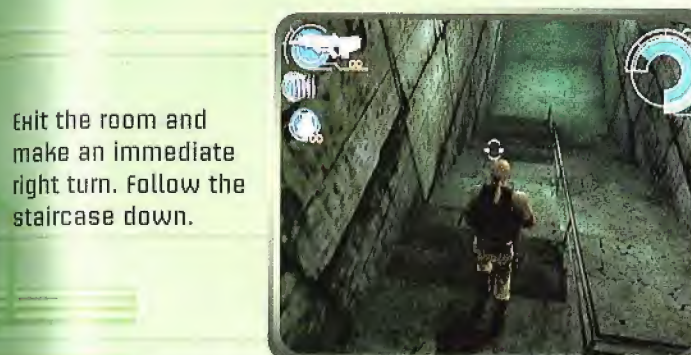
There is another elevator at this corridor's end. Access it to delve deeper into the dam.



When you exit the elevator, go right. You must backtrack to this area later, but there are security guards down here. One of the guards has an ID for his entire unit.



Go back left and up the stairs. Blast the security guards. Pick up the missile ammo in this room if you still have the launcher.



Exit the room and make an immediate right turn. Follow the staircase down.



Turn left at the bottom of the stairs. There are more security guards in this small area. Either enter the room with guns blazing or lob a grenade through the door, then back away.



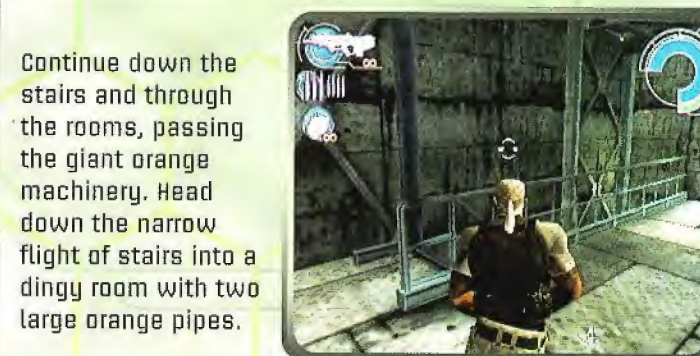
Inside the room, pick up any ammo and the restoration kit tucked in the corner.



Outside the room, head to the next junction and make a hard right. There is a stairwell in front of you.



Head straight, then down another staircase. On your right are the elevators you started at.



Continue down the stairs and through the rooms, passing the giant orange machinery. Head down the narrow flight of stairs into a dingy room with two large orange pipes.

FAN FINDER #6

In the room with the two orange pipes, turn back to face the stairs. The next fan is underneath the stairs.





Jump through the open space between the two orange pipes to access one of the giant dam ducts. At one end, the duct spills out into the open—if you get too close to the opening, you will tumble out.



Head up the duct until it is blocked with rubble. Pick up the camouflage unit on the ground, then take the door on the left side to access the rest of the dam.

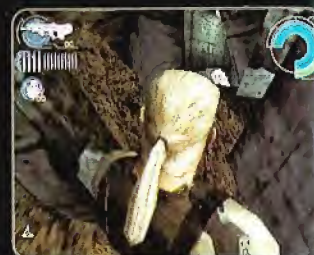
There are more security robots on the door's other side. There are also security guards just beyond the robots. If you have any grenades left, use them to take out multiple guards at once.



Next, move down the flight of stairs in front of you. Take care of the guard at the bottom before moving on.

FAN FINDER #7

There is another shaft blocked by rubble at the bottom of the stairs. The next fan is on the rubble's other side, visible through the small hole. Jump on the rubble and blast the fan through the hole.



Head down the corridor until you spot a security guard on your right. He's stationed next to a ladder. Shoot the guard before he notices you, then ascend the ladder.



The next room is full of giant displays, cables, and buttons. Step on the platform in the room's center and activate the panel in front of you. Then, head through the next door.



Move down the corridor until you reach another junction. At the junction, head right. Look for another ladder on the corridor's right side.



Climb the ladder and crouch to fit into the ventilation shaft. Move through the shaft. At the junction, there is extra ammo to the right. Snag the ammo, then head back and take the other direction.



There is another junction in the shaft. Turn left to find a restoration kit, then head in the other direction to exit the ventilation shaft.

FAN FINDER #8

The next fan is on the other side of the vent grating when you exit the shaft. You must turn around to see it.



Hop down from the ledge you're on. Kill the security guard to your right, and ID him to get both the unit locations and a hacking code.



With the hacking code, you can jack into a number of guards below you on the stairs. Ease down a few stairs and look at the blue arrows to the right. Hack one of these guards.

You now see the dam through the guard's optics. Shoot the guard's companion, then walk down the stairs to finish off another guard. When you're done, exit the hack to drop the guard.



FAN FINDER #9

Another fan is on the second level, near the guards you can hack. While hacking the guard, turn and shoot the fan in the stacks of building supplies. (You can also shoot it yourself after terminating the hack.)





Continue to the stairwell's bottom and shoot the security guard if you didn't get a chance to do it with the hacked guard.

When all of the guards are down, turn around and run to the top of the stairs. There is a transport car here, and the corridor heads to the left.



There are multiple guards down the corridor to the left. Slowly work your way down the corridor, blasting guards with your guns or using grenades to take them out. Pick up any ammo the guards drop, including grenades.



Halfway down the corridor, there is a small alcove on the right. Duck into the alcove, shoot the guard, and swipe the body armor on the ground—you're going to need it for the final fight in the dam.

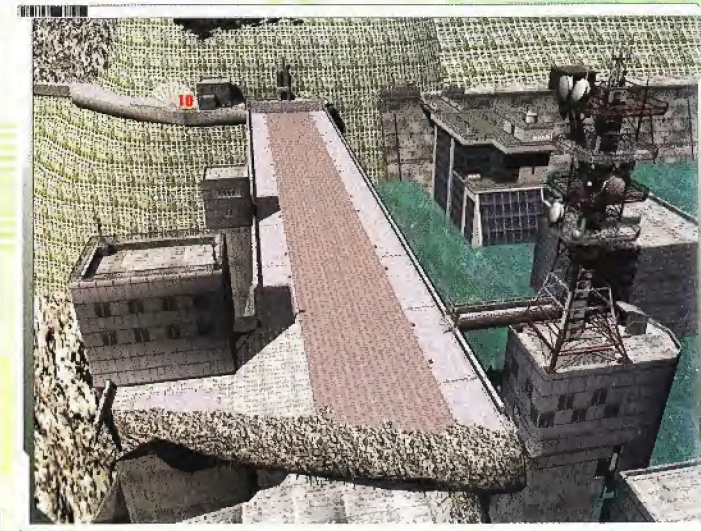


There are two more guards at the top of the final staircase. Blast them with the missile launcher or rush the stairs and shoot them. When they're down, head through the door at the corridor's end.

Before stepping out on the dam's top, search this small chamber. The dead guard here is holding a rocket launcher, and there is additional ammo nearby should you ever run out of rockets.



Jigabachi



The Jigabachi is a wasp-shaped helicopter capable of delivering incredible antitank firepower. Armed with a monstrous machine cannon on its underbelly, the Jigabachi is flying death—wildly mobile flying death. The machine is

capable of making dangerously low sweeps over the dam, punching the concrete with a torrent of bullets. It can also move vertically, like a harrier jet, able to duck above the dam and fire off a few shots before dipping back down.



Fortunately, that rocket launcher makes mincemeat out of the Jigabachi. Because the rockets do not lock on, though, you must lead the Jigabachi as it flies over the dam.



Occasionally, the Jigabachi comes to a complete stop and hovers over the dam. During these hovers, it opens fire and tries to track your position. Because your target is immobile, this is also your best chance for striking a direct blow.

Watch out for the Jigabachi's sweeps across the dam. When it flies low to the ground, it is more accurate than if it fires on you from high above.



Keep firing at the Jigabachi whenever you have a good, clean shot. It should take about three direct hits, depending on your difficulty setting. Remember, if you run out of bullets, duck back into the elevator shaft and grab some rockets. If you collected the missile launcher inside the dam, you can also use this against the Jigabachi. The missile launcher has lock-on capabilities, but it packs a lesser punch than the rocket launcher.

FAN FINDER #10

The final fan in this mission is directly behind your starting point. Look to the left of the fence behind you. There is a red vehicle parked in the distance. The last fan is spinning on top of it.



Mission 6: TOHOKU A.R. OFFICE BLOCK

TOO MUCH INFORMATION

Now that Batou has disabled the communications jammer that blanketed the dam site in radio silence, the "Major" can do what she does best: seek out information. But before she can download clues about the MM-rice program and about the other scientists who worked with Fuwa in the Tohoku Autonomous Region, the "Major" must dropkick some residual security forces still stationed in the area.

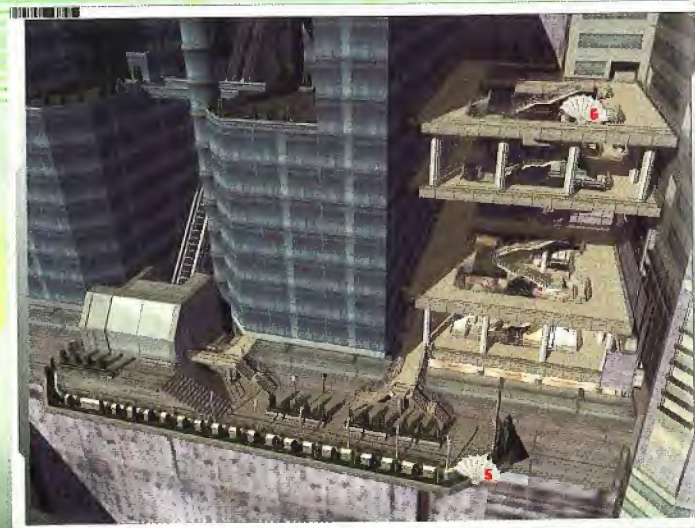
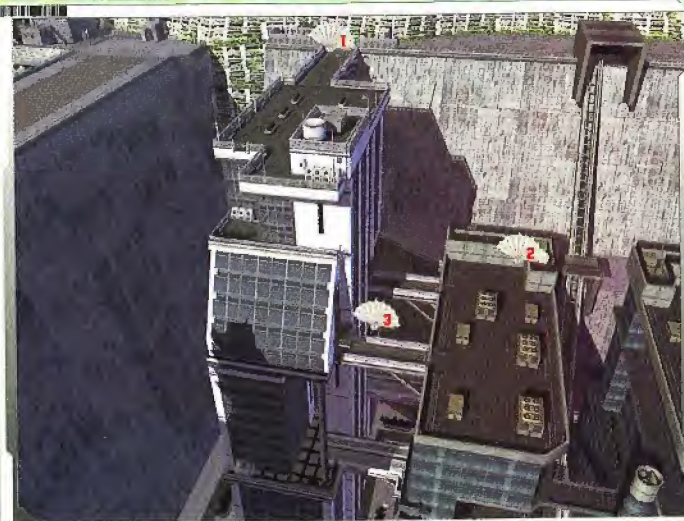
MISSION STRATEGY

The office block is swarming with security guards—and it seems the closer you get to uncovering the truth about the MM-rice conspiracy, the smarter the security guards get. But your greatest threat is gravity itself, because in order to sneak into the middle of the office complex, you must hang from the side of a building and expertly jump from ledge to ledge. One midair slip sends you to the dam's bottom.

Section 9 Agent: "Major" Motoko Kusanagi
Enemies: Security guards, flying sentries, fixed machine guns

Office Exterior

You begin the mission atop the office complex. In order to infiltrate the site, you must find a way down from here. Several guard patrols are waiting for you, so look for advantageous positions to shoot from and always collect ammo.

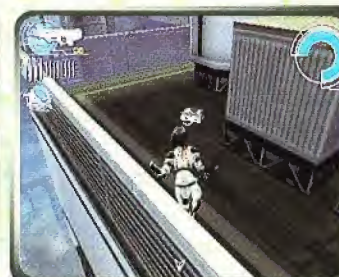


FAN FINDER #1

The first fan is behind your starting point, atop a box just beyond the gate. Line up your sights on the fan, then jump and shoot.



The coast is clear on the rooftop. Your first encounters with security guards are 20 feet straight down; before heading into the fight, turn your attention to the structure ahead.



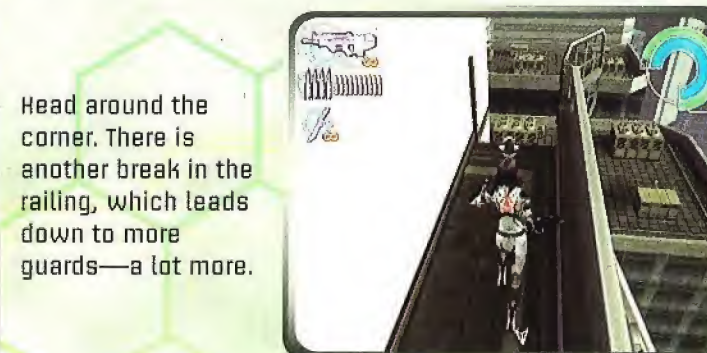
Jump on the small box on the structure's side, then pull yourself over the ledge to get on top. A body armor upgrade is ahead.



Collect the armor, then drop back to the rooftop and approach the break in the railing around the edge.



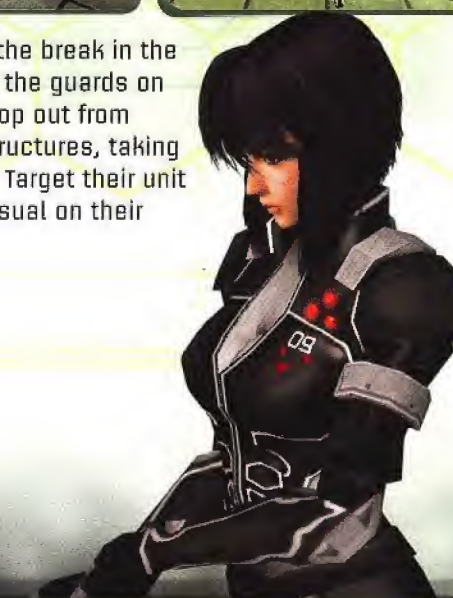
There are two security guards below. Unfortunately, you don't have any grenades yet, so pick them off from above or jump down and shoot them.

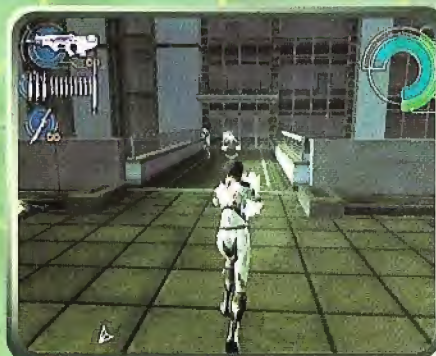


Head around the corner. There is another break in the railing, which leads down to more guards—a lot more.



Jump down from the break in the railing and target the guards on this level. They pop out from behind rooftop structures, taking pot shots at you. Target their unit leader to get a visual on their positions.





The unit leader is to your left when you jump down. Look for a walkway that heads back toward the tall building. The unit leader is near the awning at the end. ID him for the visual cues, which make shooting the guard battalion much easier.

Use the structures on the level to your benefit. Don't run gung-ho into the open, blasting anything that moves. The guards coordinate their attacks and shoot you from the side and back while you're targeting whoever is in front of you. Take cover and when you see a guard in range, step out and plug him.



FAN FINDER #2



The second fan is one of the hardest to get and is atop the structure at the rooftop's end, behind unscalable fencing. To shoot the fan, stand between the two sides of the building that form a corner. Jump on the left wall, then bounce to the right wall. Face the fan's direction while jumping. At the height of the second jump off the right wall, turn back and shoot the fan while in the air.



Turn back to the side of the rooftop next to the tall building. On the second walkway, just beyond the walkway where you ID the unit leader, there is another break in the railing. Jump down here.



Next, head left and jump down to the covered walkway below.



Multiple guards patrol this ledge. You can hack one of them and turn on his compatriots, or you can gun down the guards from atop the covered walkway.



After shooting those guards, hop down to the ground. Dart inside the covered walkway to pick up a hand grenade. Walk to the ledge's left and look behind the box around the corner to find a restoration kit.

FAN FINDER #3

The third fan is tucked behind the ledge's right side. Walk to the right after dropping down from the covered walkway and look around the corner.



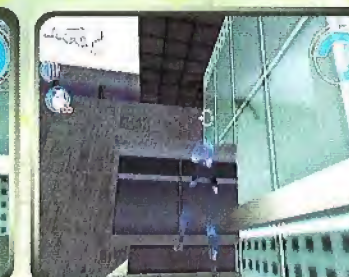
After grabbing the restoration kit, turn back to the second covered walkway and open the door with the button on the wall.

Inside the covered walkway, head straight and you find a door on the right. Go through the door and walk onto the ledge that's outside of the covered walkway.



Jump up to grab the ledge directly ahead of you and pull yourself up.

Note the camouflage unit on this ledge, but wait until you read the next several paragraphs before grabbing it just yet. The following sequence of events requires as much quick, cloaked movement as you can get—otherwise, you'll be in serious trouble with the two snipers positioned just around the corner.



Pick up the camouflage. Round the corner and jump away from the ledge, then grab the railing on the building's side and shimmy left.



Holding **[R1]**, jump to automatically grab the ledge to your left. Pull yourself up. Thanks to the camouflage, the guard here does not sense your presence. Shoot the guard while he sleeps, ID him, then pick up the sniper rifle.



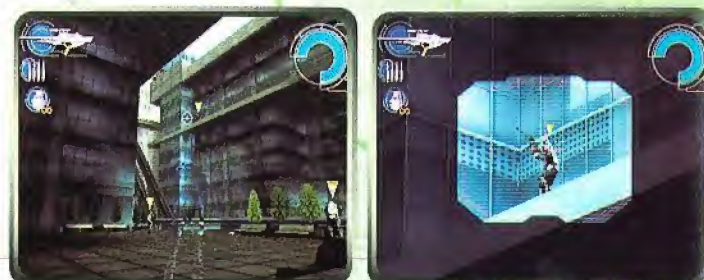
Quickly turn around, facing away from the guard. You are now in full view of one of the snipers, but with the camo, he cannot see you. With the sniper rifle scope, quickly zoom in on the platform straight ahead and slightly above your level. Snipe the guard, then back out of the scope.



Now, dispose of the second sniper while still invisible. He's a crack shot and, without benefit of the camouflage, you'll never live to collect that Section 9 pension. Run and jump off the ledge and grab the railing on the building's side.



Shimmy a little to the right, drop down to the next railing, and grab it. Shimmy right and hop down below to the landing with several trees along its ledge.



When you hit the ground, turn and look right and up several stories. Switch on the sniper rifle scope and zoom in on the sniper who has not yet spotted you. Take the sniper out just as your invisibility wears off.

CAUTION

You have a tendency to "throw" the weapon you discard, so when picking up a new weapon that you will use for a limited time, be careful not to toss your old weapon off a ledge.



After you eliminate the two snipers, you can either clear out the remaining guards on this level or retreat to the ledges to pick up some spark grenades.



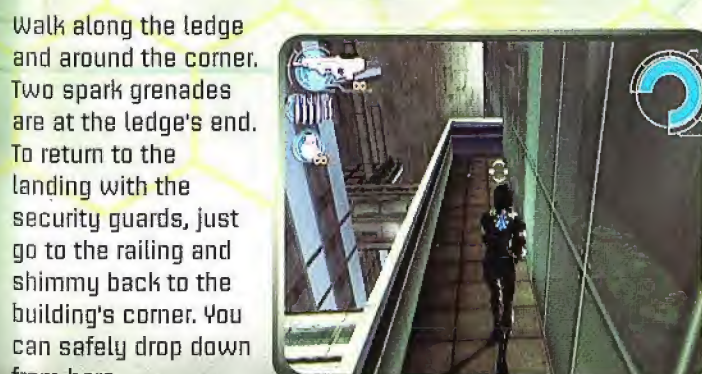
If you backtrack, turn around and face the building where you originally jumped from. Approach the building and jump up, grabbing the rail just above you.



Shimmy left, wrapping around the building's corner. If you left any guards alive, they can now no longer shoot you. Continue left until you reach the bottom ledge. Jump on the ledge.



Jump up ledges until you reach the fourth ledge, the highest point on the building's side.



Walk along the ledge and around the corner. Two spark grenades are at the ledge's end. To return to the landing with the security guards, just go to the railing and shimmy back to the building's corner. You can safely drop down from here.

FAN FINDER #4

The next fan is on the second ledge from the bottom, below the guard with the sniper rifle. After taking out the snipers and your camouflage wears off, return to the ledges. Jump up to the second one. The fan is around the corner.



TIP

If you are collecting fans, keep the sniper rifle as your secondary weapon. There is a fan at the mission's end that is impossible to shoot without it, and it also makes other fans easier to hit.



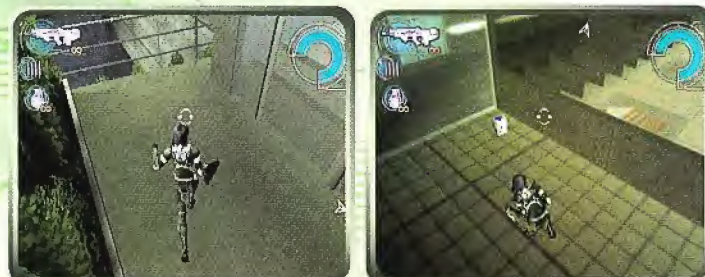
Grab the camouflage unit from the base of the benches back on the landing. You can eliminate the remaining guards without it, but you take less damage if you are invisible.



After you down all of the guards, search the area for extra ammo. Shotgun ammo is on the landing to the left, near the bushes. If you head up a level, you find more shotgun ammo and a hand grenade.



After you collect the supplies, return to the main level. There is a control panel inside a small area of the building opposite the elevator shaft. Press the button on the wall, then head for the elevator and take it down.



The next landing is quiet—for now. If you are low on health, there is a restoration kit on the platform behind you. You must jump down to get it, then use a wall jump to get back up to your starting point.

The next area is full of security guards armed with machine guns, shotguns, and a grenade launcher. Also, two fixed machine guns are mounted to the ceiling. When you are spotted, the guards and guns turn their attention on you.



Head down the stairs and go straight. All of the security guards are to the left. When you head up the stairs, get ready for the onslaught.



The first guard is in front of you, just beyond some railings. Shoot this guard, then avoid the first fixed machine gun by jumping down to the bottom level.



From down here, you can lure a couple guards for one-on-one fights. It's much easier to deal with them on an individual basis, especially under cover from the fixed machine guns. From down here, you can also target a couple security guards on the level above you. They shoot back, but if you keep moving, they don't get a solid bead on you.



When you are unable to shoot any more guards from the bottom level, take the stairs up to the main level. You must now deal with the fixed machine guns and the guard with the grenade launcher.



The machine guns erupt when you come within range. Use the pillars as cover, raise your gun sights to the machine guns' level, then step out and shoot a few times before ducking back in.

Hit the guard with the grenade launcher to get a visual on whatever guards are left in the unit.



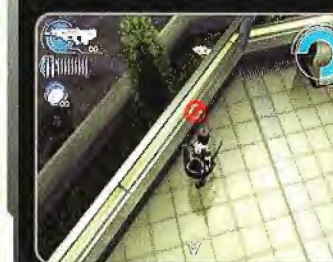
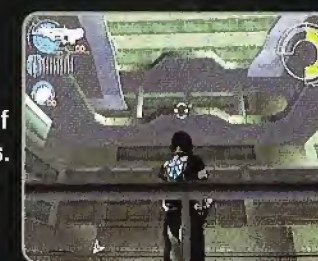
After you down the fixed machine guns and the grenade-launching guard, head up the stairs to the top level. There are two more guards up here. After you down them, the area is clear.



Head back down to the main level and look for the computer terminal on the stack of girders. Access the terminal to activate the nearby elevator. Use the elevator to reach the office complex interior.

FAN FINDER #5 & #6

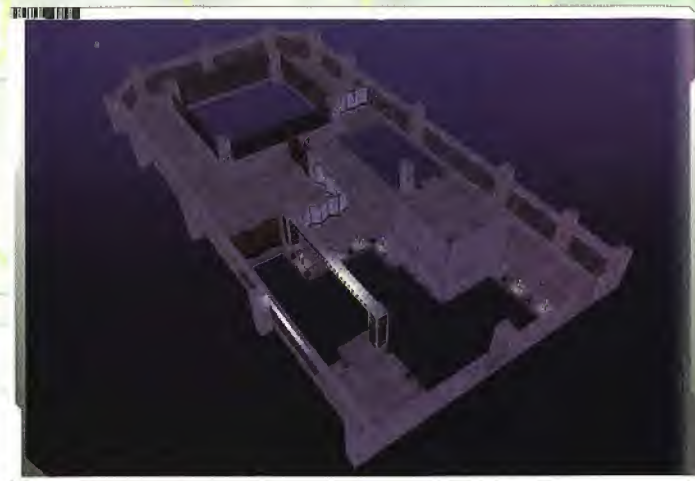
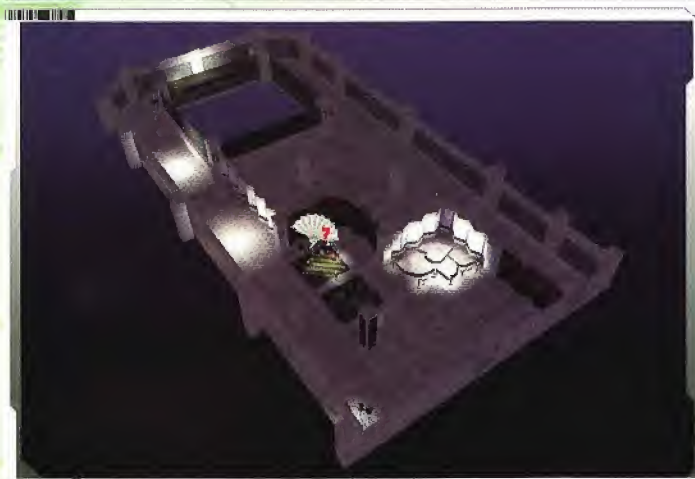
There are two fans in this well-guarded area. Do not attempt to shoot the fans until after you terminate all of the guards and machine guns. Then move into the center of the middle level; a fan is on the upper level above you.



This area's second fan is on the other side of the fence that runs along the landing's edge, squeezed between two shrubs. Stand next to the fan, then jump up while pointing your gun down to collect your prize.



Office Interior



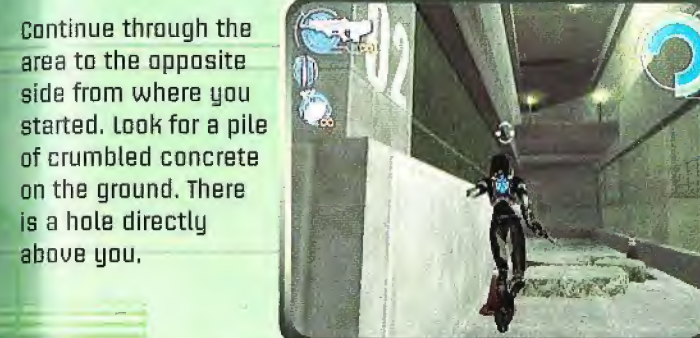
The office complex is being rapidly dismantled, leaving the place with a rough, unfinished look. You must scale the inside of the complex to reach a city block where you will find some intriguing information about the MM-rice plot.



Walk along the corridor as it turns left, leading you into an area with a lot of construction equipment.



A body armor upgrade is in the area's middle, sitting next to the neat stacks of girders.



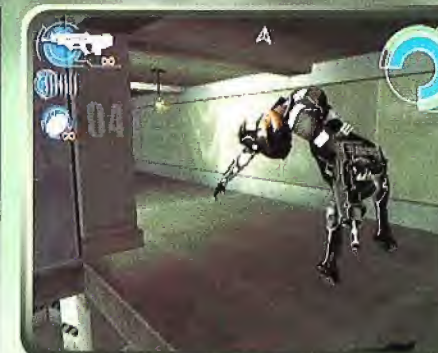
Continue through the area to the opposite side from where you started. Look for a pile of crumbled concrete on the ground. There is a hole directly above you.



Jump up from the concrete and grab the ledge above you. Pull yourself up to the next level. A host of security guards is just around the corner. Step out and use grenades to whittle their numbers down to a manageable level before storming ahead and finishing the job.

FAN FINDER #7

After clearing out all of the guards, look for the collection of lights on top of a stripe pattern. The fan is directly above the lights, in the ceiling's corner.



Head to the area's left side and jump toward the next ledge. Grab the ledge and pull yourself up. Continue down the corridor and jump up to the next level.



Look out for two security guards stationed on this level. Shoot them from across the open area.

TIP

If you have a shotgun, there is extra ammo tucked in a hole next to the security guards.





After dispatching the guards and IDing the unit, jump to the concrete support bar to the right, marked with yellow paint. Scramble to the bar's top and inch forward.



At the bar's end, jump down to the next level. If a security guard comes out on the ledge to investigate, blast him.

Jump up to the upper platform that has the door. There is a full unit of security guards just beyond the door. Spark grenades are wildly effective at dismantling the unit. Enter the room and finish off any stragglers with your guns.



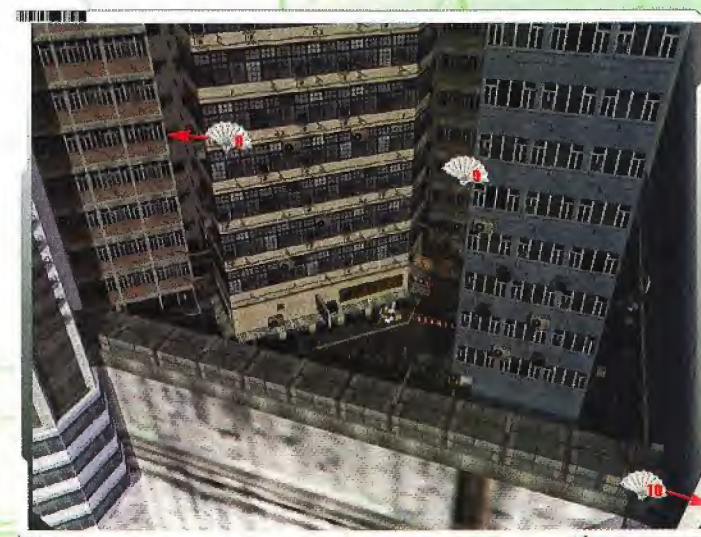
NOTE

If you IDed the unit leader, you can hack one of the guards in this room. However, it's a three-key hack that requires serious finesse. It may be easier to use grenades and guns to clear the room.



After you down the guards, head straight and look for the break in the ceiling. Double jump off the walls to reach the upper level and escape through the doors.

City Block



The office complex spills out into another residential block. However, this is considerably less clean than the previous residential area. The ground is covered in trash, boxes litter the streets, and the buildings show signs of disrepair. There are two security-guard units patrolling the city streets, supported by a trio of flying sentries.



You start at the top of an old stairwell high above the city block. Head down the stairs, jump through the hole, and land on the large blue container.

NOTE

The Stun Unit Equipment can be found to the left of your starting point.

FAN FINDER #8

There are three fans in this final section of the mission. The first of the three is on the opposite side of the blue container, among the trash.



Drop down from the blue container to street level. Ease ahead and look for the first security guards to your left at the junction.



Shoot the guards you see, but don't immediately run in their direction. If you do, guards swarm you. Instead, blast just one or two, then continue along the wall until you can only go left.



Now, look for the restoration kit between the boxes on the street's left side. More security guards are directly ahead, but you can surprise them by coming this way.



Nail as many guards as possible from your position. Use the building's corner as cover if necessary. The ruckus from this attack draws the attention of the flying sentries, which you can shoot down easily because of the close quarters.



After you down those guards, stalk the remaining guards street by street. Move one block at a time, and ID a guard whenever you can in order to see the other guards in his unit.

Head for the opposite corner of the city block from where you entered. There are more guards in this parking lot area, protecting a computer terminal. Blast the guards, using the buildings as cover. Be careful that none of the guards get too close.



After you clear the streets of guards and sentries, head for the computer terminal in the wall. Accessing the terminal reveals a link to Gotoh, Fuwa's fellow scientist. What does he have to do with this ever-expanding mystery? And what

is the truth behind the MM-rice? Why would there be so many guards assigned to protect it?

CAUTION

If you are still collecting fans, do not access the terminal. It automatically ends the mission.

FAN FINDER #9 & #10



The final two fans are easiest to get after you clear the streets of guards and flying sentries. First, head for the town's center, marked by the presence of long-extinguished neon signs on the sides of

buildings. Look up at the side of the building with all of the air-conditioning units. There is a fan on a unit several stories up. You can shoot this fan down with any gun, but it's far easier if you kept the sniper rifle.



You must use the sniper rifle to collect the final fan. First, hop on top of the covered walkway to the computer terminal's right side. You can see the horizon just beyond the walkway.

Move along the walkway's top until you reach the end. Now, turn around and look back the way you came. Ease over to the walkway's right side until you're almost ready to fall off. Activate the scope and zoom in on the ledge in the distance. The fan is twirling in the breeze.



MISSION 7: TOHOKU A.A. ANTIPERSONNEL TRAINING GROUNDS

WAITING FOR GOTOH

The next mission requires a less-than-delicate touch, so naturally Batou is given the job. You must bring Eichi Gotoh, one of the scientists working with Fuwa on the MM-rice, into custody; Section 9 has his whereabouts traced to a series of training facilities in the Tohoku Autonomous Region. This particular facility was designed to train security guards, so expect plenty of resistance from new graduates.

MISSION STRATEGY

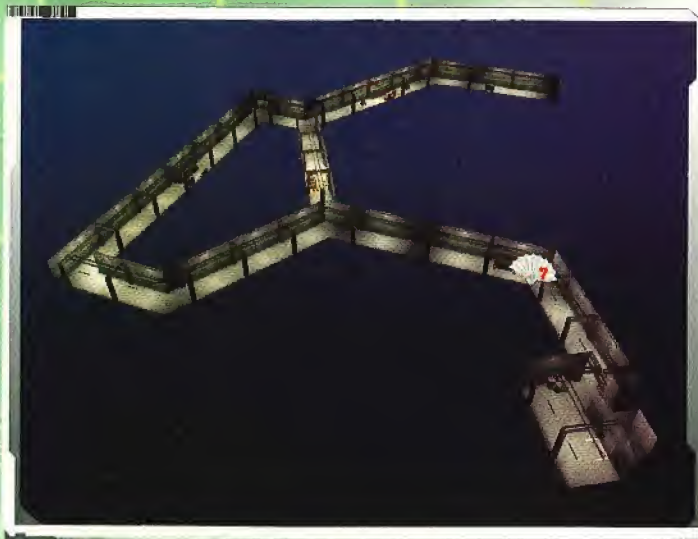
You confront two new enemies in this area: the basic tank (which you saw in the first mission but did not fight) and the armed suit. The armed suit is like a basic mech exoskeleton where a user slips inside a metal shell strapped to the gills with firepower. These antipersonnel training grounds are full of security guards on high alert, and several are armed with hard gear like missile and grenade launchers. Whenever you defeat an enemy with better toys, steal them for later use.

Section 9 Agent: Batou

Enemies: Security guards, Fixed machine guns, Tanks, Armed suit

Training Grounds





The first series of training grounds were designed for rural combat. Thick trees and walls that have been on the losing end of combat pepper the landscape. Later areas emphasize urban combat, with fenced-in mazes and cement structures.

FAN FINDER #1

The first fan is directly to your starting point's right. Peek through the window of the broken wall to spy the fan.



Follow the dirt path through the first area, weaving around the barbed wire. A doorway leads to the course's next part, where several guards lie in wait.



As soon as you step into the next area, start shooting the guards. Several immediately rush toward you, so cut them down as they run. The center guard is armed with a missile launcher.

Shoot the guard wielding the missile launcher as soon as possible. A close-range hit from a missile ruins your health meter. ID the guard after he falls to see his entire unit.



FAN FINDER #2

The second fan is on the left side of this area, just above the roof of a shack marked "B-37 Depot."



Continue along the path, downing guards as you approach the new area.



The first tank is just inside the next area, surrounded by guards. If you captured the missile launcher, arm it and target the tank. A direct hit incapacitates the tank and injures any guards standing nearby.



After blasting the tank, check behind it for a restoration kit. Switch back to your regular gun and hunt down the area's remaining guards. After you clear the area, run to the elevator on the training ground's far side.



Now you are inside a corridor connecting the different areas of the training grounds. Follow the corridor as it turns to the left.



There are two security guards in the corridor with you. Target them with your gun (or a grenade) and take them down.



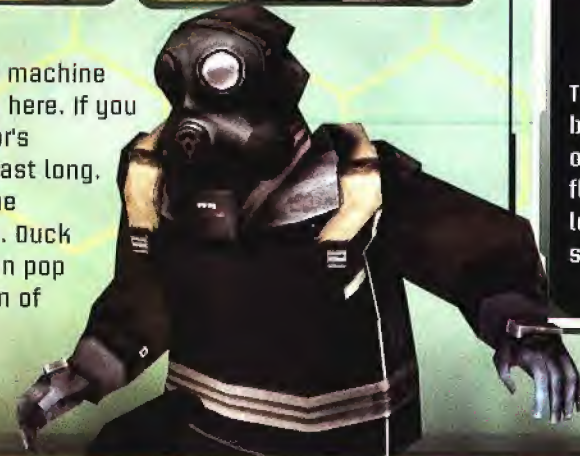
Continue down the corridor until you encounter another guard patrol. Use the clutter in the corridor as a shield while shooting these guards.



Continue moving down the corridor until you reach a junction. Take a left and proceed cautiously around the next corner.



There are two fixed machine guns on the ceiling here. If you stand in the corridor's middle, you won't last long. Use the debris in the corridor as a shield. Duck down behind it, then pop up when the stream of fire ceases.



Blast the guns to pieces, then walk to the corridor's end and pick up the body armor upgrade on the ground. Then backtrack to the junction.

At the junction, take a left. The door leading back outside is on the corridor's left side, several paces down.



TIP

Continue past the door. Two more guards are farther down, but after you dispose of them, you can pick up a restoration kit and a fan.

FAN FINDER #3

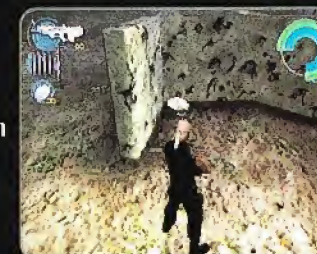
The next fan is tucked behind the pile of girders on the corridor's side. Get flush with the wall and look behind the girders to shoot the fan.



Back outside, you must run through the series of walls leading up to another grouping of security guards.

FAN FINDER #4

The next fan is behind the first wall to the left as you enter this training area. Run to the right of the walls in order to see it.



Now, keep moving ahead and shoot the security guards as they try to intercept you. This section is divided into many smaller areas due to the high chain-link fences.



Head to the left of this first area and slip through the break in the fence. There are more guards in here. Shoot them and ID the unit leader. Run along the fence until you reach a break where you can go left or right. Head right.



There are two security guards in this area. Drop them both and ID the leader. He gives you a hack code for the armed suit at the end of this area.



Look for the computer terminal on the nearby booth and press the button. Collect the restoration kit next to the booth.

FAN FINDER #5

Walk to the corner of this area, just beyond the booth. Look up at the high wall to see the fan spinning above you.



Backtrack to the junction and make a hard right down a narrow fenced-in corridor. From this corridor, you see the blue arrow above the hackable armed suit. It's a three-key hack, and the third key spins so fast it may take a few attempts to nail the hack. Use the armed suit to destroy the two turrets inside the last area.



If you cannot hack the armed suit, don't sweat it. If you still have the missile launcher, you can make pretty short work of the turrets—but save at least one missile for the armed suit, as it's a monster.



Blast each turret with missiles or grenades, then turn your attention on the armed suit. Head up to the door at the top of the stairs when you're done.

FAN FINDER #6

There is a concrete bunker between the two turrets. Look for the next fan in the small dip in the bunker's center.



Inside the next corridor, head right at the junction. There are two guards stationed at this corridor's end.



Take out the two security guards at this corridor's end, and ID the unit leader to get a visual on the other guards. Then backtrack and take the other path at the junction.

There are three more security guards in this corridor, but one of them has a hack code for one of the fixed machine guns farther down the hall.



TIP

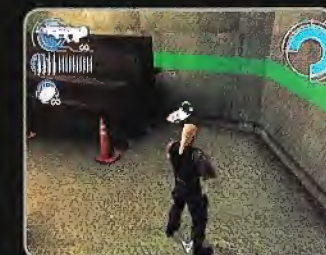
If you hack the fixed machine gun, eliminate the fixed machine gun next to you first. Your time behind the gun is fleeting, and the machine gun is a much greater threat than the guards, who are more manageable.



Look for a camouflage power-up on the corridor's left side. It will help you face the upcoming resistance from security forces.

FAN FINDER #7

The next fan is where the corridor bends slightly. Don't step too far around the bend, or else you will be in full view of the guards and fixed machine guns around the corner.



If you cannot hack the fixed machine gun, use a grenade or two to kill the guards down the corridor. (If you have a spark grenade, you can make short work of everybody with a single throw.) Duck behind the corner and pop out to pick off the fixed guns on the ceiling.



Eliminate the remaining security guards stationed at the corridor's end. If you pop back into the open before they are down, use a grenade to finish them off.



After you clear the corridor, scoop up any extra ammo from the fallen guards, and use the door to get back outside.



The security guards outside are backed up by another tank. If you have any grenades and missiles left, rush through the trees and target the tank first. The resulting explosion damages a few guards.

Mop up any remaining guards with your guns. Look for an opening in the area's far wall.



FAN FINDER #8 & #9

The first of the two fans in this area is perched in the trees in the center. Back away from the trees while near the tank and look at the treetops.



The next fan is on the roof of the small shack. If you're too close to the shack, you can't shoot the fan—so step back and look up to spot the fan.



Head into the small opening. It leads to a cave full of building supplies—and five security guards armed to the teeth.

Use a grenade to waste the first two guards in the cave. If you're slow about moving through the cave, you may be able to sneak up on them and surprise the guards with a fast blast of gunfire.

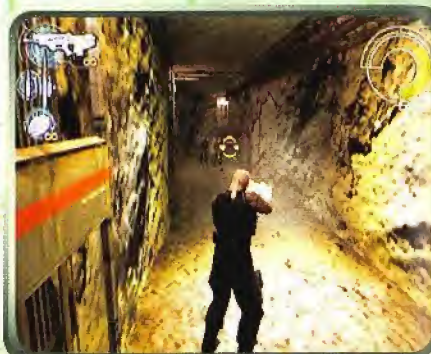


FAN FINDER #10

The final fan is on the cave floor behind a small pile of crates. Walk past the crates, then turn around to spot the fan.



There are three guards at the cave's end. If you have any grenades left, just lob them down the passage and enjoy the fireworks. Otherwise, punish them with gunfire. Beware of the guard farthest away—he is a crack shot.



With all of the guards down, activate the door to find Gotoh. Or what's left of him. It seems somebody found the genius scientist before you could—proving the pirate adage "dead men tell no tales." However, Batou can access a security camera that recorded Gotoh's murder, and the chief suspect is something of a surprise.



MISSION 8: TOWHOU A.A. ANTI-TANK TRAINING GROUNDS

PILOT A TACHIKOMA

After fighting through the treacherous Antipersonnel Training Grounds, Batou must ward off an armada of think tanks. As strong as the brute is, he's still no match for the missile-spewing think tanks. Fortunately, he can climb inside the protective shell of a Tachikoma. The Tachikoma is heavily armed with a chain gun and grenades, powerful enough to tear through the chassis of the think tanks.

MISSION STRATEGY

Section 9 Agent: Tachikoma

Enemies: Think tanks, Security guards



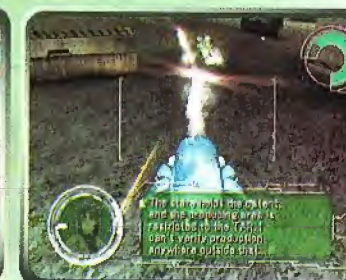
TACHIKOMA CONTROLS

Piloting a Tachikoma is a little different than controlling the "Major" or Batou. The Tachikoma has a special acceleration feature that increases its speed. Its best feature, though, is unlimited ammunition. You have as many bullets as you need to clear the area of guards and think tanks.

Movement	Left analog stick
Rotate	Right analog stick
Accelerate	[R1]
Jump	[R2]
Chain gun	[L1]
Grenade launcher	[L2]



The Training Grounds are a fairly open expanse, offering a few places to hide—but having many more places to get shot. When you begin the level, a think tank is en route to your position.



There are three think tanks in the Training Grounds. Not all three attack you at the same time, unless you zoom forward and get in the arena's middle. You are better off staying on the area's outskirts, luring a single think tank to you.



Your grenade launcher is far more effective at eliminating the think tanks than the chain gun. The Tachikoma has a targeting system that locks on enemies. When the Tachikoma has a lock, the target icon turns red.



However, this does not necessarily guarantee a hit. Your target may duck out of the way or zip behind a wall to avoid the grenade.

TIP

Never stand still during this mission. If you stop moving, your enemies can get an easy lock on your position and nail you with a rocket.



Your best bet is to attack from somewhat of a distance. The grenade can then smoothly arc as your enemy moves. Up close, your target can easily accelerate out of the way.

It takes several hits (depending on the chosen difficulty level) to destroy a think tank. A hit from a grenade surrounds the think tank in flames, but it can still fire back. You know a think tank is down when you see a shower of sparks erupt from it.



While seeking out and destroying the think tanks, a small army of human security guards attempts to soften up the Tachikoma for the think tanks. Several of these guards are armed with rocket, grenade, and missile launchers that do significant damage to the Tachikoma.



The Tachikoma's chain gun is quite effective against the guards, but there is something decidedly satisfying about blasting them with a grenade launcher. The Tachikoma locks on to human targets the same way it targets the think tanks. Wait until you see the red icon, then fire away.

TIP

Because there is no bonus for the number of shots fired or for accuracy, you can lay on the chain gun as much as you like. Leave it blazing, and rush the basic security guards not armed with rocket launchers.



Use the Training Grounds features to your advantage. Jump on top of the platforms to rain down destruction from above, or duck into the field of walls to avoid enemy fire. If your Tachikoma has weathered a beating, this is the best way to prolong your life while finishing off the think tanks.

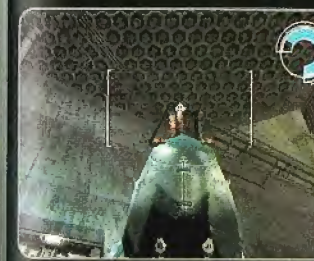


The area's exit is activated after you eliminate the think tanks. Look to the wall opposite of where you started, and drive the Tachikoma to the elevator to end the mission.

FAN FINDER

There are 10 fans distributed in the Training Grounds. Because the mission ends only after you drive the Tachikoma to the exit, you can collect the fans after clearing out the think tanks and human security forces during your second visit to the area. Don't hunt down the fans with active enemy units around—the rocket-launcher-carrying guards have a knack for blasting you from behind when you're concentrating on a fan.

Here are the locations of the 10 fans, starting from your initial position and going clockwise around the area, working inward to the center.



1. Look on the wall above your starting position. The first fan is tucked behind the grate; shoot the tip of it.



2. The second fan is perched on the lip of this dark pillar. Slip around the pillar and blast the fan.



3. Continue along the outside of the area, working your way toward the exit point. The third fan is on the ledge to the exit's right.



4. Turn to the next dark pillar and look for the spinning motion on the lip. The fourth fan is lurking up here.



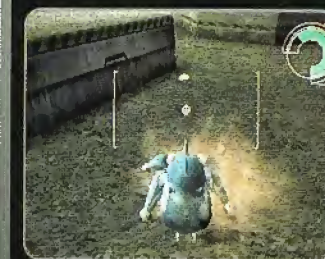
5. As you continue along the arena's edge, look for the three depot doors in the wall. They sit at the top of an incline. The fifth fan is situated in front of the doors, on the ground.



6. Turn around so the Tachikoma faces away from the three depot doors. There is another dark pillar here, and the sixth fan is spinning on the pillar's lip.



7. There are several elevated platforms in the arena's center, each with a green strip along their top. The next fan is on top of the raised platform to the right of the dark pillar where you got the sixth fan.



8. The eighth fan is hidden on the ground behind one of the walls directly in front of the arena's entry point.



9. Continue moving clockwise in the Training Ground's center. Jump on top of the elongated raised platform to find the ninth fan.



10. While on top of the elongated platform, look to the next dark pillar. The final fan is tucked in the pillar's lip. Blast the fan to complete your collection.

MISSION 9: TOHOKU A.A. CHOPPER STORAGE BLOCK

ONIYANMA SHOWDOWN

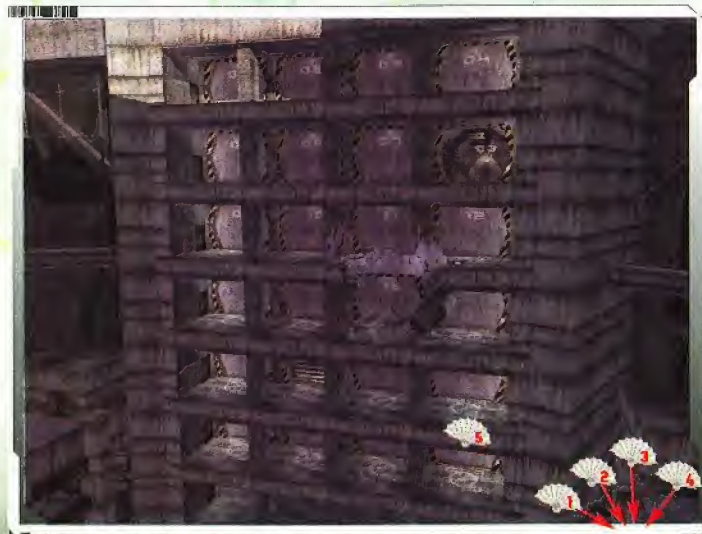
The military cannot get within striking distance of the Tohoku Autonomous Region as long as the facility remains fully armed with helicopters and anti-aircraft cannons. Particularly troubling is the sinister Oniyanma copter, a giant black gunship capable of pounding targets with multiple missile batteries and thundering guns. If the "Major" can bring the Oniyanma down, the military will owe Section 9 big time.

MISSION STRATEGY

Section 9 Agent: "Major" Motoko Kusanagi
Enemies: Security guards, Oniyanma

Dam face

There are few security forces to contend with in this mission. As you descend the dam face, there are a few errant security patrols—but the biggest concern is avoiding the wrath of the Oniyanma as it hangs in front of the dam, searching for your every movement. If you keep running and use the dam for cover when detected, you will survive the first leg of this mission.



You begin the mission standing in plain sight of the Oniyanma, which is already blazing away with its machine guns. Run left, across the landing. The Oniyanma sways from side to side, endlessly peppering the landing with

bullets. When you spy the copter closing in, duck behind the pillar to avoid the spray. When the coast is clear, make a break for the door on the opposite end.

There are two guards at the stairwell's bottom. Blast them from above, then head through the door to step back out on the dam face—and in sight of the Oniyanma.



Again, make a run for the door on the landing's opposite side, avoiding machine-gun fire behind the pillars.



Pop the guards at this stairwell's bottom, collect their ammo, then head back outside.



There is a large hole in this landing—you cannot cross to the other side. Instead, avoid the gunfire and drop down the hole. At the bottom, run away from the rubble and through the door at this landing's end.



There are two guards at this stairwell's bottom, so run down and slip out the door.

The Oniyanma follows your progression down the dam face. Use the pillars to duck fire, and make a run for the door on the landing's opposite side.



FAN FINDER #1, #2, #3, & #4

Before running through the door at this landing's end, pause behind the last pillar to collect four fans.



The four fans are on the platform to the left, positioned on top of the short columns lining its outside edge. You cannot jump to this platform, and the fans are too far away to shoot. However, your knives are accurate enough to nail the fans.

Stand to the pillar's left and switch to your knives. Position your target over each fan and let fly with a knife. If your aim is true, you shred each fan.



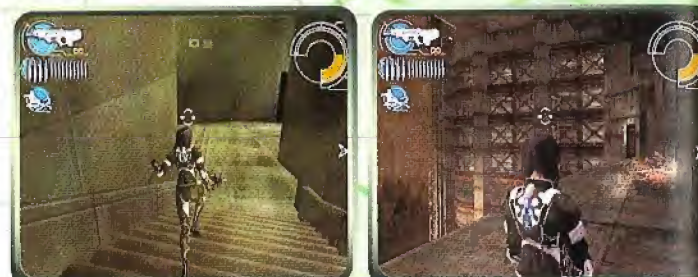
Head to the bottom of this flight of stairs. There are no guards posted at the bottom, so pass through the door.



Walk down the stairs and step through the door, ignoring the nearby stairs for now. When you step outside, make a break for the door on the opposite landing.

FAN FINDER #5

Look down and to the left as you cross the landing. The next fan is just below you.



Pass through the door, then head down the stairs. Go through the door at the bottom and run across the landing. The Oniyanma is still tracking you, and there are no pillars to block its fire.



There is another junction on the door's other side. Take the right path and slip through the door.



You are now inside the control room. The large console in the room's center controls the main anti-aircraft cannon at the dam's base. There are no hacking keys for the gun; just step up to the terminal and activate it.



The anti-aircraft gun will help you tenderize the Oniyanma for your final confrontation. However, when you open fire on it, it will sense something is amiss and start targeting the cannon—so first, get some points by blasting the other two cannons on each side of your cannon.



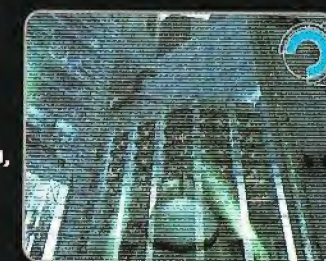
Now look up at the Oniyanma passing overhead. Move the targeting reticle over the helicopter to lock on to its position. You have homing missiles, but the Oniyanma is nimble enough to dodge them. Wait until you see the Oniyanma slowing down before unleashing your volley. You cannot destroy the Oniyanma with the cannon, but if you get in a couple solid hits, the end of the mission is much easier.

FAN FINDER #6 & #7



Via the control room, you can nail two fans. The first fan is tucked behind a pillar on the control room's far side.

You can destroy the next fan while hacking the cannon. Look right, to the building's face. About halfway down from the top, you see the slight twirling of the fan. Aim the cannon at the fan and fire off a missile. You'll know you hit it when you see an explosion of cherry blossom petals.



Head back out of the control room. At the junction, take the right path to head for the dam's top.

FAN FINDER #8

Head left at the junction. Cross the landing until you see "E-07" on the wall, then head down the stairs to level "E-06."



Run back across the landing to the left. Head through the door and go down the stairs.



Look for "C-02" on the ground and follow the corresponding arrow to the fan, which is nestled around a slight bend in the hallway. After hitting the fan, backtrack to the control room.



To reach the dam's top, you must keep going up. Take the stairs up, and cross the landings when the stairs end. Eventually, you reach a ladder that leads to your showdown with the Oniyanma.

Oniyanma

The Oniyanma is a vicious enemy that requires some serious sharp shooting to take down. Unfortunately, your guns do little damage to this airborne beast. You must recover a grenade launcher from a nearby security guard and use it to target the Oniyanma.



When you step outside, head right and round the corner. A security guard is stationed back here holding a grenade launcher. Shoot the guard and take his launcher. There is additional ammo back here, too, so when you run low,

just duck back in this corner to replenish your supply. There are also two restoration kits back here.

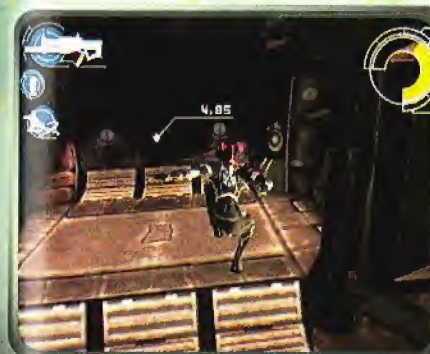


The Oniyanma moves quickly in swooping motions. You must lead the helicopter to make contact.

When the Oniyanma comes to a halt, it's getting ready to fire upon you. This is your best chance to fire back. Raise your sight slightly above the Oniyanma's position and unload a grenade. [The arcing trajectory requires you aim above your target.]



After a couple direct hits, the Oniyanma drops from the sky and flies level with your platform. At this point, the three passengers open fire on you. Lob grenades into the Oniyanma's hold to eliminate the guards.



When the Oniyanma is empty, wait for it to move in close to your platform. Run to the edge and jump into the hold to end the mission.



FAN FINDER #9 & #10

You must brave the Oniyanma to collect the final two fans. Because the Oniyanma is always hunting for you, wait until it swoops to the landing's opposite side before gunning down the fans.

When you step out on the landing, turn back to face the door you just came through. Step to the right of the building with the door and stand on the edge. The fan is on a small ledge below.



The last fan is atop the building with the door. After killing the security guard, wall jump off the chain-link fence to get on top of the building. Use your rifle to shoot the fan up here—don't accidentally use the grenade launcher, lest you injure yourself in the process.

MISSION 10: TOHOKU A.R. SHAFT

THE LONG WAY DOWN

With Fuwa and Gotoh both confirmed dead, "Major" Motoko Kusanagi is charged with apprehending the remaining figures linked to the MM-rice terrorist plot: Kei Yazawa and Toshimi Tagami. With the dam's exterior and above-ground levels exhausted, the search continues to the depths of the Tohoku Autonomous Region. Accessible only via an elevator shaft that leads straight down, Motoko must fend off wave after wave of intelligent security guards that were obviously paying extra attention in sharp-shooting class.

MISSION STRATEGY

Almost the entirety of this mission is a tightrope act. Much of the action takes place on narrow ledges and catwalks hundreds of feet in the air. A small misstep leads to plummeting doom and forces you to restart at your last waypoint. Add the constant barrage of gunfire from security guards and robots, and you have one of the toughest missions yet.

Section 9 Agent: "Major" Motoko Kusanagi

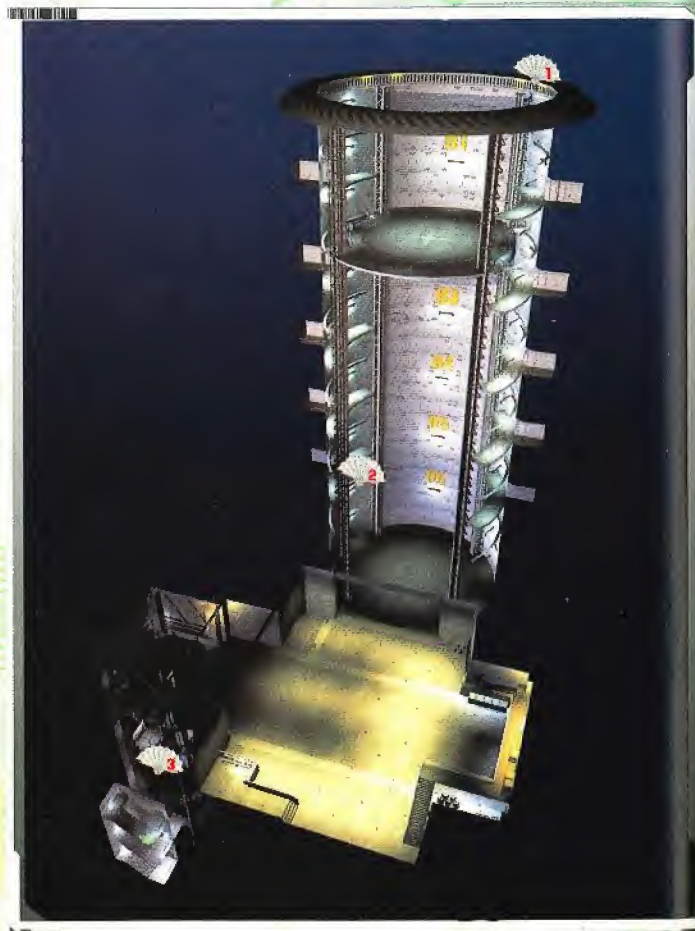
Enemies: Security guards, Security robots, Flying sentries, Armed suit

Elevator Shaft

The first shaft is shallow compared to the main shaft. Ride the elevator down to a hangar bay full of security robots, then fight to the main shaft—where the action gets a lot more intense.

FAN FINDER #1

The first fan is perched atop the ringed wall around the elevator shaft. Look for it above the set of yellow caution stripes.



Head for the small terminal at the elevator's edge. Activate the panel to start the elevator's descent.

FAN FINDER #2

The next fan is visible only when the elevator reaches the bottom of its descent. Look up the shaft's side to see the fan.



At the shaft's bottom, look at the large bay that has seven security robots. Target the closest robot and enter the hangar while shooting. Systematically take out the robots, clearing the room before heading to the computer terminal in the corner.



Pick up the body armor next to the computer terminal, then activate the terminal. This raises the large door to the terminal's left, revealing another elevator.



Before leaving the hangar, head to the ledge above the tanks and pick up the stun unit equipment atop the box.

TIP

To maximize your score, shoot up the three tanks parked in the hangar. Look for extra ammo behind the tanks, off to the left.



Activate the terminal to lower this elevator to the next area.

FAN FINDER #3

Before starting the elevator, approach the terminal. Walk along the elevator's left side and look down. The next fan is on the ledge below the elevator.





Exit through the door at the shaft's bottom. Head down to the bottom of the stairwell on the other side. An assault rifle is on the floor—this is a much more powerful gun than your basic Seburo model.



Head back up to the stairs' top and slip through the door here.

Make a right after the door. At the junction, turn left. This leads into the first section of the main elevator shaft.



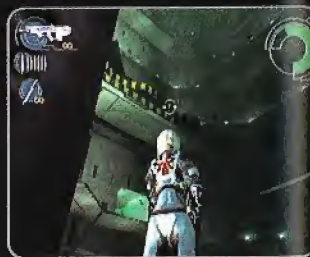
First Shaft

This is the first of the large shafts that lead to the center of the Tohoku Autonomous Region. These shafts are ringed with catwalks, and are guarded by security forces armed to the gills with the latest weaponry.



FAN FINDER #4

To get the next fan, drop down to the next ledge and look back up at the tip of the retractable bulkhead door. The fan is spinning above you.



This area consists of several narrow catwalks along the elevator shaft's rim. The top level of catwalks is empty, but a few security guards patrol the next one down. From up here, blast the guards, then carefully drop down to the next level.



After nailing these guards, drop down to the next level of catwalks and aim at the guards posted on the level below you. Down them, then drop to the "floor" and eliminate the final batch of guards.



After you down all of the guards, scoop up their gear and make for the switch on the wall. It's bathed in yellow. Activate this switch to open the bulkhead doors and expose another length of the elevator shaft.

TIP

Collect ammo from the guards on every level and look in the alcoves for restoration kits, ammo, and grenades.



The next section looks similar to the previous area. More guards occupy the catwalks lining the shaft. Drop down to the next level and shoot the security guards below you. There are even more guards beneath you, so shoot them from up here if possible before heading down another level.



Keep dropping from the catwalks until you reach the bottom of this section of the shaft. Dispose of the guards down here and climb the nearby ladder to access the big yellow button.

CAUTION

Just drop from ledge to ledge. There's no need to make running jumps that increase your risk of a botched landing and an untimely death.

FAN FINDER #5

Before slipping out of this section, look up to the level of catwalks above the bottom surface. The next fan is on a thin ledge.





Head forward and use wall jumps to bounce to this tube's top. Hold **[R3]** to grab the ledge's lip at the top and pull yourself up.



You're now in a ventilation shaft. There is a massive fan whirling beneath your feet. If you fall, this cuts your mission short. To escape, hold **[R3]** and jump for the small ledge to the right. Repeat this process to reach the next ledge, then jump for the top.

FAN FINDER #6

The next fan is positioned on top of the large fan below your feet.



Head forward to the next length of ventilation shaft. Jump up and grab the narrow ledge above you. Shimmy around the shaft until you can pull yourself up onto a slightly thicker ledge.



Jump from side to side off the walls until you reach the shaft's top. Pull yourself to the top, but don't walk forward just yet.

Second Shaft

The next section of shaft is as perilous as the first and is guarded by snipers. Keep an eye open for the telltale purple beams. When you see one drifting in your direction, retreat before you're taken down.



There is a sniper positioned opposite the shaft you just cleared. If you step out too far, he shoots you down. Instead, creep up until the sniper is in view and either shoot him or use a knife to take him out. If you collected

any spark grenades, you can also hurl them across the large opening to eliminate him.

With the sniper gone, walk to the shaft's edge and look down. More security guards patrol the catwalks below. Shoot them from up here.

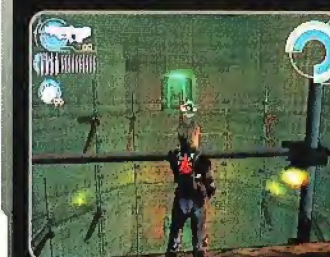


This next part is tricky. Carefully inch up to your ledge's edge and hold **[R3]**. Gingerly drop off the edge to grab it for safety. Then drop down to the catwalk below. If you try to jump, you risk missing it completely and falling to the bottom.



FAN FINDER #7

To collect the next fan, don't drop all the way to the next catwalk just yet. Release **[R1]** for an instant, then press **[R1]** again to grab the small rail below the ledge you started from. Now, shimmy to your right and pull yourself up on the catwalk.



There is body armor in this small indentation. Look at the indentation opposite you. The fan is located on the main shaft's other side.



To get a visual on the guards at this shaft's bottom, ID the head guard on the catwalk with three guards. Several of them are snipers, and you must pinpoint their exact locations to survive.

Continue using the catwalks to reach this area's bottom. Activate the next button to open the bulkhead doors.





More security guards protect this next section of the shaft. Aim for the first guard across the way from you. There are more guards on the catwalks below you, so shoot them from above.



The floor of this section is littered with security guards, including a few snipers. If you have any grenades—regular or spark—toss them down the shaft to eliminate as many guards as possible.

TIP

If your grenades don't take out all of the guards on the floor, target them with your knives. Carefully line up your target and throw the knife to kill with a single shot.



Continue down the catwalks to the level with the guards that you did not kill with grenades. There is a restoration kit in the small indentation. Grab it (and ID the unit leader), then continue to the bottom of the section.



There is a button on a fence at the shaft's bottom. Head up the ladder and press the button to continue to the next area.

Elevators

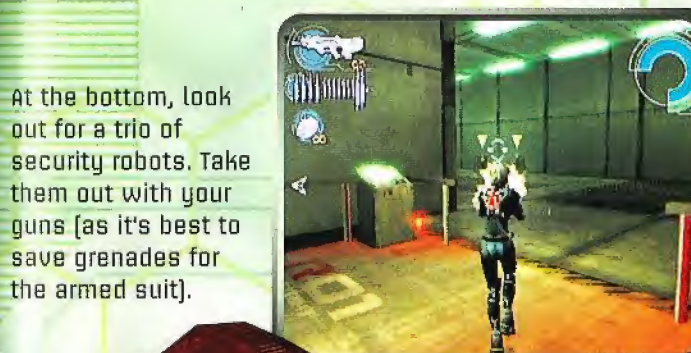
You've conquered two of the three shafts leading down. But to access the final shaft, you must ride a couple of elevators and prepare to stare down a massive armed suit.



Nail the security guard in this small area and ID him for visual cues on his unit.



Next, head for the elevator and activate the console in the corner to start its descent.



At the bottom, look out for a trio of security robots. Take them out with your guns (as it's best to save grenades for the armed suit).



FAN FINDER #8

Before walking away from the first elevator, turn back and look at the landing beneath you. The fan spins down below.



Before hopping on the next elevator, walk around and grab the spare ammo and the restoration kit.



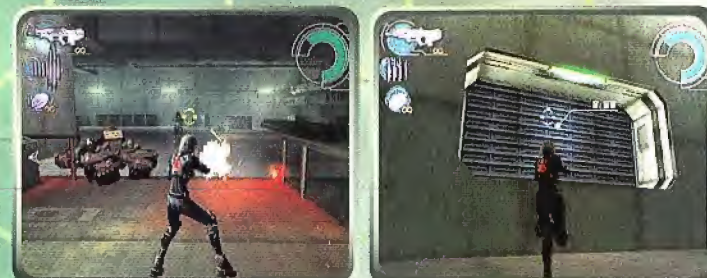
Activate the console on the elevator and ride it to the bottom.



The giant armed suit and two security guards wait for you at the bottom. The guard on the right is armed with a grenade launcher, so be careful of his fire. Target the armed suit first, using any sort of grenade to weaken its hull. Finish it off with your guns.

Third Shaft

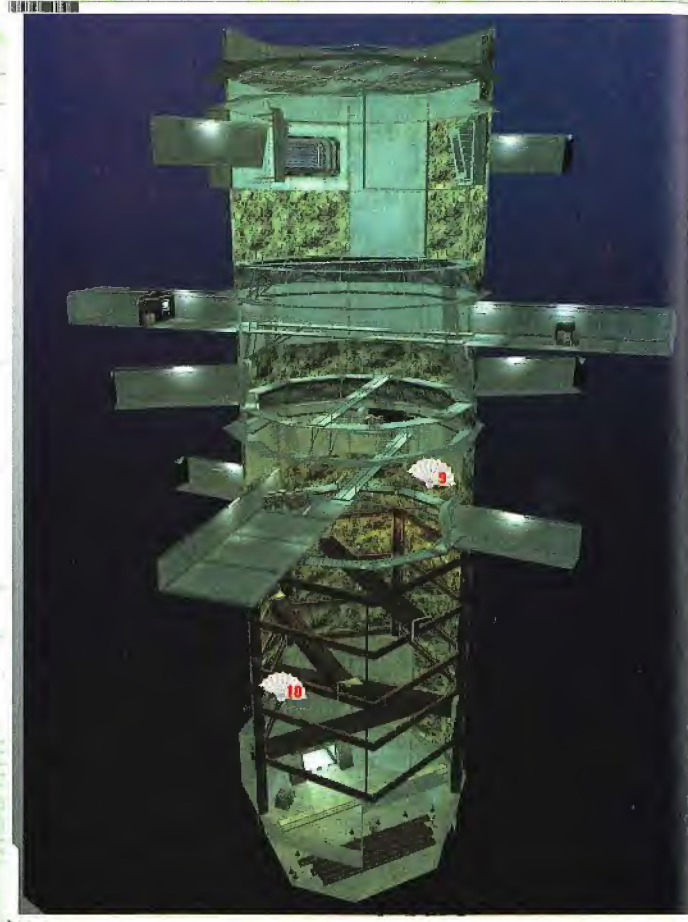
This is the last section you must descend. The catwalks are narrower, making your trip to the bottom much more dangerous. Be careful when walking along the catwalk edges—one wrong move proves that gravity is indeed the strongest force in the universe.



Next, target the two security guards. When they are both down, head to the drop-off and hop down. Exit the elevator area through the door ahead of you.

TIP

Use the console on the elevator as a shield when dealing with the armed suit.



First, look ahead at the two holes in the wall. Be ready with your guns, as two flying sentries charge out of the holes. Shoot them before progressing down the shaft.



Carefully drop to the next platform. From here, you have a pretty clear shot at several guards patrolling the catwalks beneath you.

FAN FINDER #9

Look down from this second level of catwalks to see the next fan. Look for the spinning motion to zero in on its position and open fire.



NOTE

If you ID the unit leader in this section, you can hack three guards below you. However, the hack is short-lived. You may have enough time to squeeze off a few rounds before your colleagues detect the hack and fire upon you.

TIP

A camouflage unit is behind the barrels in the alcove just beneath you. You must gun down a couple guards to reach it.



Continue the pattern of shooting guards beneath you and carefully dropping down to the next catwalk.



As you near the bottom, the catwalks get especially narrow. Carefully inch to your catwalk's edge, then drop down to the level below.

FAN FINDER #10

The final fan is close to the level where the catwalks stop circling the outside of the shaft. Look for the catwalk that leads off into two different indentations. Drop to this catwalk and look to the shaft's side. The last fan is located against the wall.



Drop to the shaft's floor. The exit is opposite the giant pile of girders.



MISSION 11: TOHOKU A.R. UNDERGROUND FACTORY

DATA DUMP

While Motoko is closing in on the perpetrator of the MM-rice plot, Batou must round up as much damaging information on the suspects as possible. The best place to gather intel on the massive buildup of force within the Tohoku Autonomous Region is in the underground factory where security guards and robots are processed, and where some heavy artillery is under production. Much of this hardware is active, so Batou is advised to use extreme force whenever necessary—which is exactly how Batou likes it.

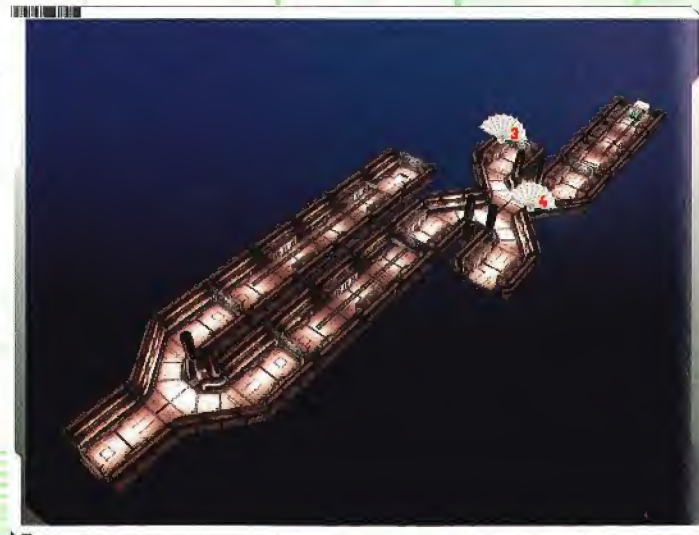
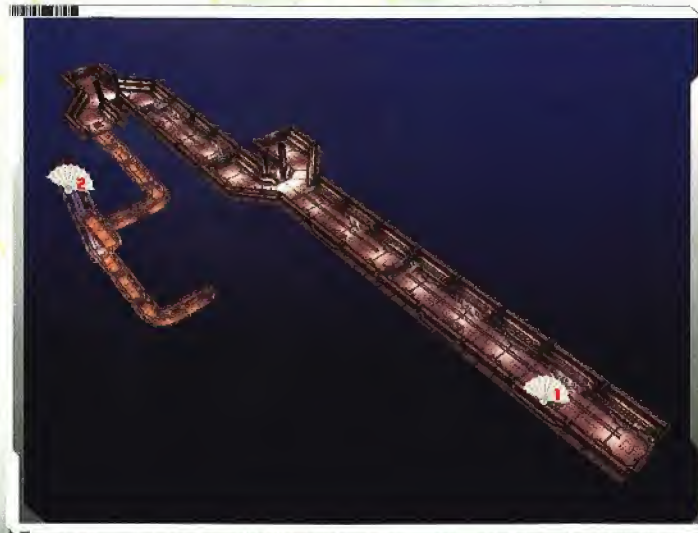
MISSION STRATEGY

The tunnels beneath the Tohoku Autonomous Region are full of bands of roaming security guards, battalions of robots, and some heavy-hitting armed suits and think tanks. Expect resistance every step of the way.

Section 9 Agent: Batou

Enemies: Security guards, Security robots, fixed machine guns, Armed suits, Think tanks

Corridors



The mission begins in a series of connected corridors, which are full of bays of security robots. Many of the bay doors are opened by tripping the laser sensors; in order to collect weapons, gear, and the necessary security codes to open the entrance to the factory's next section, you must purposefully unleash every robot.



TIP

When you trip the laser, stand to either side of the corridor and use the robots' bays as a shield. Blast them as they roll into the open.

FAN FINDER #1

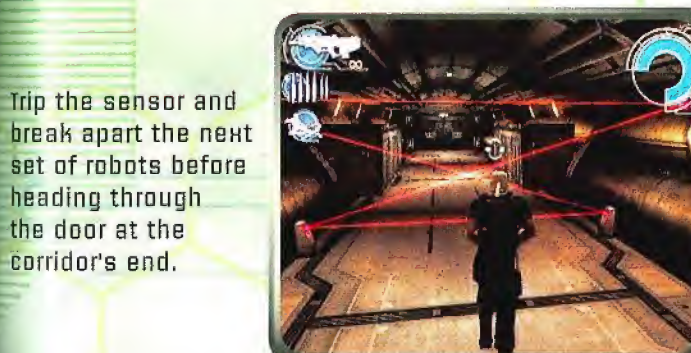
The first fan is hidden in the first set of robot bays on the left. Look in the center bay—after shooting all of the robots—to get the fan.



When you begin the mission, you immediately see the laser sensors criss-crossing the corridor. There is no way to avoid breaking the lasers.



Break the lasers, then turn back and smash the robots as they sit in their cocoons. This first squad of robots remains immobile, making them easy prey.



Trip the sensor and break apart the next set of robots before heading through the door at the corridor's end.



There are more lasers and more robots on the door's other side. However, these robots are active. When you trip the lasers, the robots rumble out of their bays and attack.



Pass through the door at the corridor's end. You quickly come to a junction. Nab the restoration kit to the right, then head down the junction's left side.



There are more robots in this section of corridor. Break the lasers to unleash the robots and clean them out. Use the door at the corridor's end after you litter the floor with scrap metal.

Creep up to the junction midway through this new corridor. Two fixed machine guns are bolted to the ceiling at the junction. Crouch down and slide out far enough to shoot the fixed machine guns, but duck back against the wall when they open fire on you.



Duck beneath the machine-gun wreckage and pick up the extra ammo on the floor. Then turn back around and head down the corridor to the right.



There is a hole in the ground at the corridor's end. Drop through the hole and run through the next corridor until you reach a large drop down a gray shaft.

FAN FINDER #2

When you drop down the gray shaft, look up. The fan is above you. Back up to the shaft's side to target the fan.



Now, run to the corridor's end and take the ladder back up.



Keep moving straight ahead. You reach another door, which leads to another junction. At the junction, look right to spot another restoration kit, then head down the junction's left side.



Pass through another set of doors to reach a four-way junction. Head to the center and make a U-turn around the center partition. A couple of grenades are on the ground in the corner.



FAN FINDER #3

The next fan is located behind the shelving in the corner, next to the grenades.



Next, turn back to the junction's center. There is a blue button in the middle of the partition opposite your position. Press that button to activate the security program, putting the robots on alert.



This causes the lasers to your left to flicker to life. Break the lasers and blast the robots that emerge from their bays. The grenades you just picked up prove useful here. After you smash the robots, get the missile launcher from the last bay on the right side. It is your greatest ally at the end of this mission. Finally, ID the lead robot in the unit (marked with a gray arrow) to get Security Code C.

NOTE

You cannot progress without possessing Security Codes A through F. Each code is found in the lead robot of the next several units. Always ID the robot with the gray arrow to get the required code.



Take the door to the right of the button that activated the security program.



Move down this corridor until you reach the end. A locked door with a control panel is to the left. Activate the panel to fire up the laser sensors in this corridor.



Turn back around and start cleaning house. Back up through the first set of lasers to open the robot bays. Do not turn your back on the robots. Blast the robots in here to pick up Security Codes A and B.



When you have the two codes, head back the way you came. Head to your left at the next junction. Break the lasers down here and release the robots. The lead robot in this pod possesses Security Code D.

Back in the center chamber with the blue button, go through the door to the left. There are two more sets of laser sensors here with two complete sets of robots, which possess Security Codes E and F. After you kill all of the robots, you have all of the necessary Security Codes.



With all of the codes, return to the blue button and press it. You input all of the Security Codes, shutting off the alarm system and unlocking the exit.

FAN FINDER #4

Look at the crack in the floor to the blue button's left. A fan is tucked beneath the floor; snipe it with your gun.

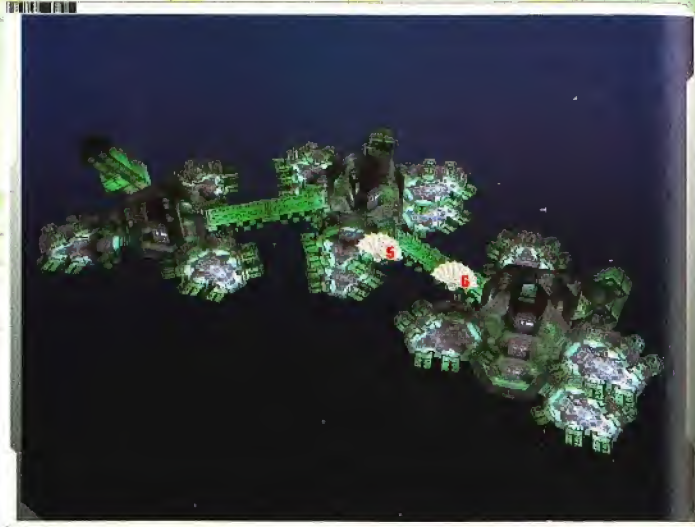


Head for the door at the end of the corridor where you picked up Security Codes A and B. This is the exit.

Enter the quiet chamber. There are multiple doors leading out of the room, but you must take the small one on the left side.



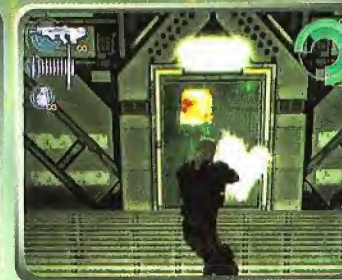
Holding Cells



The next series of rooms are protected by security guards—a lot of security guards. Some attempt to ambush you, but if you keep IDing every unit leader, you can track the locations of your enemies.



Exit the elevator and head to the bottom of the stairs. A round chamber is in front of you, and the room's center is labeled "d05."



This long corridor is about to get crowded. When you walk halfway down the corridor, all of the panels on each wall open up. The corridor fills with security guards, and they immediately start shooting. So, when you are about halfway down the hall, lob a grenade on the ground ahead of you and cross the center point.



The security guards emerge from their containment; hopefully the grenade blast takes out a few. Retreat to the corridor's beginning and shoot the guards as they pass through the corridor. Lob another grenade if you have one.

TIP

When the corridor is silent again, head back through and pick up extra ammo and a couple spark grenades. Also, there is body armor inside one of the bays on the corridor's right side.



ID the unit leader, then head into the next chamber, labeled "c05." Go through the smaller door on the chamber's outside wall and head down the stairs.



The next chamber is "c04." Two security guards patrol this room. Track them by their yellow arrows and shoot them when they come into view.

Another guard is in this chamber, stationed in the small room immediately to your left. Pop into the room and aim for the guard, who should be near the back wall's center. When the guard is down, take the restoration kit.



FAN FINDER #5

The next fan is beneath the center pillar in the "c04" room. Get close to the pillar and look down. The fan is just beneath you—do not collect it until you down all three guards.





Again, look for the small doorway leading out of the chamber. It leads to a narrow corridor like the one full of security guards, except there are no surprises this time.

FAN FINDER #6

The next fan is in one of the small bays on the corridor's side.



The next chamber is "b04." Be cautious in this room, as the threat is much greater than just three security guards—there is a think tank in one of the rooms off of the chamber.

Shoot the guards while in the chamber's center. If you step into the small room with the think tank, it roars to life: leaving you with multiple targets to deal with.



CAUTION

Think tanks are incredibly fast; in these close quarters, it can get behind you before you realize it.

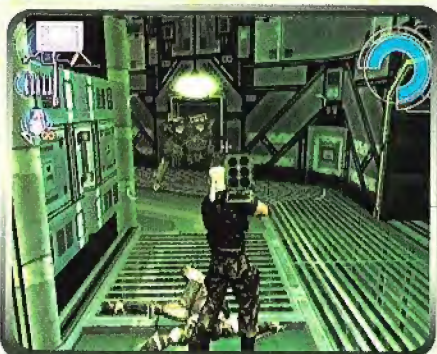


Blast the think tank with your missile launcher. Next, pick up the unit ID from the head guard, and go to the next small door that leads to another stairwell.

Take the stairs to the bottom. There are three guards down here who are susceptible to hacking. Hack into one of them if you want to eliminate the other guards.



There is another think tank down here waiting in the room to the left. Take out the think tank, then head for the door marked with the gray dot on your display.



factory



The last series of rooms in the factory is where the heavy gear is made. Currently, there are several tanks under various stages of development. Due to the presence of such sensitive hardware, there are extra guards posted in the area.

FAN FINDER #7

The first fan in this factory area is located behind the giant shell casing to your left as you enter the room.



Head across this room's bottom floor, and pass through the door on the right labeled "D-01A."

Five security guards protect the massive tank in this area. Three are directly in front of you; the other two are off to the left. Gun down the guards and collect the ID from the unit leader.



FAN FINDER #8

Look for the next fan in the room's center, on top of the giant tank's main unit.





When you are done with the guards, climb up the ladder in the corner. At the top, there is a restoration kit to your left.



Walk along the catwalk to the next area—steer to the room's right side to get there. Three guards occupy the catwalks up here. One is stationed just as you enter the room; the other two are a little farther down.



The catwalk spills out into a large underground hangar. It looks like they are building a mammoth fuselage in here. A small army of guards is on the ground floor. The one against the far wall has a rocket launcher, making him the most dangerous.

Target as many guards as possible from the catwalk, then drop to the floor and mop up the rest. Use the shallow hole in the room's center to avoid rocket attacks. After seeing the rocket sail overhead, jump up and plug the guard. If you did not get the missile launcher earlier, swipe this guard's rocket launcher.

FAN FINDER #9

The next fan is located on top of the hanging fuselage in the room's center.



Use the button next to the huge door to continue to the factory's final area.

There is a console in the corner of this elevator platform. Access the console to start the elevator's descent.



FAN FINDER #10

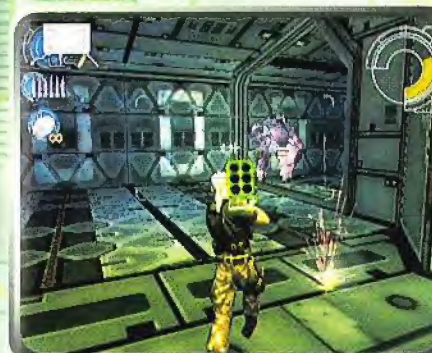
The last fan is tricky to get. As the elevator drops, you pass by two open doors before settling on the bottom floor. Jump from the moving elevator into the second door down.



There are two armed suits in this room. Pull out the missile or rocket launcher and tag the armed suits before they can get off too many shots at you.



The final fan is around the corner in one of the small bays in the room's center.



At the bottom of the elevator shaft, carefully walk into the next room. There are two armed suits in here, capable of unleashing furious firepower. Beat them to it with either your missile or rocket launcher.

TIP

The two armed suits are close together when you first enter the room. Have your launcher of choice ready before the elevator stops so you can blast them together. If they separate, one gets you while you target the other.



Pass through this blue-toned room and head for the junction. To the left is a restoration kit, grenades, and a grenade launcher. If you still have rockets or missiles, keep those.



There are three corridors spilling off the room to the junction's right. The first and third corridors are full of robot guards; a grenade or missile clears them out.



When the robots are smoldering scrap, enter the corridor to the left and walk to the end. Access the elevator here to end the mission.



MISSION 12: TOHOKU A.A. EXPERIMENTAL FARM

DISCOVER THE TRUTH

Section 9's agents have finally made it to the heart of the Tohoku Autonomous Region. The "Major" has discovered a peaceful indoor farm, the production facility for the hazardous MM-rice. But an impressive tank guards this paradise of grain, and is complemented by a host of security guards determined to protect the tank's Achilles heel. It's up to the "Major" to shut down both the tank and this infernal farm for good.

MISSION STRATEGY

This final mission is divided into two parts. In the mission's first half, the Type-18 tank employs its cloaking device, obscuring it from view. While cloaked, it is pointless to directly attack the tank. To shut down the cloaking, scour the farm for four computer terminals that keep the tank fully functional. However, the only way to deactivate each terminal is to use the hacking codes lifted from the broken bodies of guards.

Section 9 Agent: "Major" Motoko Kusanagi
Enemies: Security guards, Kenbishi Industries Type-18 tank



You begin the mission near the farm's center. The Type-18 tank is ahead of you. Its cloaking is turned on; look for its slight warping effects to pinpoint its position. When the landscape doesn't look "quite right," you know the Type-18 is nearby.



Since it is useless to attack the Type-18 while it is cloaked, target the four platoons of guards to get the required codes. Look for the guards in the middle of the rice paddies. One of the three guards has the necessary codes, so blast them all. Look for the telltale gray arrow above a fallen guard, then ID him for the codes.



After you input a couple codes, the guards start employing the same type of cloaking as the Type-18 tank. Just keep looking for the warped effects of the cloaking in the paddies.



After you have a code, look for the nearby computer terminal.

TIP

Some terminals are tucked into the waves of rice, making them difficult to find. If you're having trouble finding a terminal, jump and spin around. Chances are, you'll spot it from the air.

CAUTION

Unless you are swiping codes from a dead guard and accessing a terminal, never stop moving. The Type-18 tank locks on to your position if you stop, and it'll deliver a devastating attack.



Don't be fooled by the fence posts in the fields. They look like guards from a distance, but as soon as you realize you've been duped, the Type-18 tank will likely hit you.

TIP

These guards are heavily armed with shotguns, rifles, and grenades. Run over their bodies to pick up extra equipment to use in this battle's second half.

The farm is littered with power-ups, including several restoration kits. Look for the health upgrades near the gravesite and along the rice paddies' edges.



NOTE

The Stun Unit Equipment is hidden in the paddies to the right of the temple.



Apparently, the computer terminals weren't just hooked up to the tank—they maintained the entire farm's holographic projection. After you hack all of the terminals, the idyllic paradise fades away, revealing the center of an industrial complex.



When you begin the mission's second half, the Type-18 tank is directly in front of you. Its massive hull is fully visible. When you see the tank, open fire and make your way toward its position. When you get close enough, throw a grenade at the tank's base and get in some damage before it starts moving.



The Type-18 tank may be a giant, but it moves quickly. Always watch its position, even as you dart around the farm.



Use your crosshairs to determine if you are close enough to the tank to do damage. When the sights are red, open fire (even if only for a second) as you move out of the way of incoming attacks. Every little bit helps against this monster.

Whenever the tank stops moving, rush in to use a grenade. Regular grenades and spark grenades are very effective against the Type-18 tank. Dodge the tank's chain guns and lob the grenade as close as possible, then retreat.



There is an elevated ledge surrounding the farm. Two access ladders go up the wall of the farm, but be careful using them. If the tank is nearby and spots you climbing the ladder, it launches a missile at you.



When you are on the ledge's top, run around the perimeter of the farm shooting down on the tank. As you run, keep one eye on the ground. There is a camouflage unit up here that evens the odds between you and the tank—if only temporarily. When you get the camouflage, drop back down and open fire on the tank with everything you have.

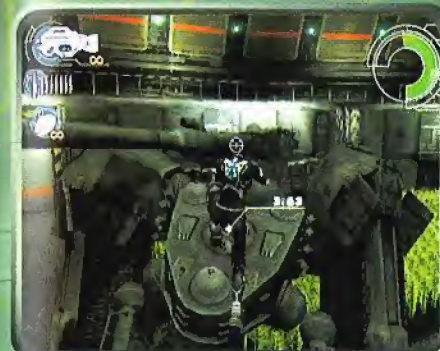


There are several more restoration kits on the farm grounds. Look for them along the field's edge or along the paths carved in the rice.

TIP

Every gun has extra ammo tucked along the field's edge. When your guns are low on ammo, head for the ammo dumps. Fortunately, the ammo supply is bottomless, so open fire on the tank with abandon.

The Type-18 tank has four massive legs. When you do significant damage to the tank, one of the legs catches on fire. Unfortunately, this won't slow the tank, but it does give you a way to measure your progress.



When you finally defeat the Type-18 tank, run and jump on top of it to end the mission.

FAN FINDER

There are 10 fans hidden in the Experimental Farm. You can collect half of the fans only during the mission's first half. If you miss any before disabling all of the terminals, you must replay the mission to collect the rest.

Collecting the 10 fans while under fire from the Type-18 tank is tricky. Your best hope for survival is to never stop moving—shred the fans as you run. You'll know you hit it if the screen fills with cherry blossom petals.



1. The first fan is in the center of the farm complex, on the edge of one of the plots. However, wait until the tank has moved away from the field's center before zeroing in on the fan.



2. The second fan is located at the gravesite. Look for the tombstone poking just above the rice plants. There is a hat hanging on the tombstone's side.



3. There is a temple at the field's edge that you can never run to. However, you can get close enough to the temple to blast the fan.



4. Run away from the temple, back toward the field's center. There is another fan sitting on the edge of one of the individual paddies.



5. The fifth fan is stationed behind the computer terminal near the field's center. The terminal is next to the unplanted paddy. You can easily identify the terminal by the dirt path in front of it.



6. After you disable the hologram, head to the complex's second level. The sixth fan is on this upper level, along the catwalk.



7. Before jumping down to the lower level, look down on the rice paddies. The seventh fan is hidden between rice plants on the ground. It's easier to spot the fan from up here, but shoot the fan from the ground. If you stand in one place too long, the tank blasts you.



8. The remaining three fans are hanging from the ceiling. Look above the giant door with the orange stripes. The eighth fan is spinning in one of the vents.



9. There is a ladder on the wall to the left of the orange-striped door. The ninth fan is in a vent in the ceiling above that.



10. The final fan is in the middle ring of vents, high in the ceiling above the room's center. It's hard to see when you swing the camera low, thanks to the rice plants. Open fire when you see it and keep moving. The tank zeros in on you if you stand still.

MULTIPLAYER

DEATHMATCH

In addition to a complete single-player campaign that begs to be played multiple times, *Ghost in the Shell: Stand Alone Complex* also includes a multiplayer game, so several Section 9 agents can compete at once in a series of deathmatch contests.

Settings

The multiplayer game supports up to four players, dropping them in a series of maps based on single-player campaign missions, such as the Niihama Pier. However, before heading off to battle, players can set up the match with a variety of options, including character costume choices and control scheme setups.

There are two types of multiplayer games: Battle Royal and Team. Battle Royal contests are free-for-alls, while Team games divide the players on to teams for cooperative play.

Character Select

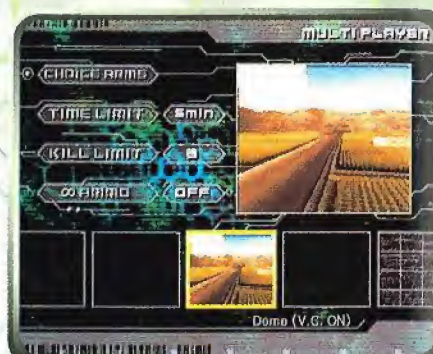
After choosing which match type you want to play, you can select your in-game avatar from the available options. Extra characters and costumes that have been unlocked by completing the single-player campaign become available instantly.

From this screen, select the character you want, such as the "Major" or Batou, and choose their costume. Each character has up to four costume options. You can also use "Config" to adjust the controller setting to your personal preference.



Map Select

After each player has confirmed their character selections, you move on to the map selection screen. From this menu, you can select the map you want to play on, as well as the match's time limit, ammo counts, and number of kills before the match ends.



There are nine maps to choose from:

- Pier (Night)
- Pier (Day)
- Inspection Gallery (Section A)
- Inspection Gallery (Section B)
- Firing Range
- Cannon Firing Range
- Oversized Weaponry Training Grounds
- Dome (V.C. On)
- Dome (V.C. Off)

You can set the time limit for 5, 10, 15, 20, or 60 minutes—or remove the time limit entirely. The kill limits can be set at 1, 3, 5, 10, 20, and unlimited.

MULTIPLAYER ARENAS

There are nine multiplayer arenas you can choose from for your deathmatch contests. Each arena is full of weapons and pick-ups, such as restoration kits, body armor, and the incredibly useful therm-optic camouflage, which temporarily hides you from your opponents.

NOTE

Each arena listing includes the weapons you can find in that area. However, if you have unlocked the two extra weapons—the napalm launcher and laser gun—they are also available.

Pier (Night)



The nighttime Pier arena is based on the first mission at Niihama Pier. This arena offers multiple places to use as cover, such as giant stacks of cargo containers and the massive round bases of sniper towers.

AVAILABLE WEAPONS

- Hand grenade
- Missile launcher
- Rocket launcher
- Seburo
- SMG27
- Sniper rifle

If you can grab the sniper rifle from the green cargo containers and reach high ground, you can score a few solid kills before the other players become cognizant of your location and hunt you down. Be careful using heavy weapons such as the rocket launcher in tight quarters—if you get caught in the blast radius, you may take yourself down too.

Pier (Day)



The daytime Pier arena is identical to the night battle, but the weapons are different.

AVAILABLE WEAPONS

- Assault rifle
- Grenade launcher
- Hand grenade
- Missile pod
- Rocket launcher
- Seburo
- Shotgun
- Spark grenade

MULTIPLAYER

There is a greater selection of bang-bang in the daytime, with plenty of weapons to keep things interesting. Always keep an eye open for power-ups, like body armor and therm-optic camouflage units.

Inspection Gallery (Section A)



The Inspection Galleries are based on Batou's Anti-Personnel Training Grounds mission. This arena is shaped in a giant ring with six spokes coming out of a central hub.

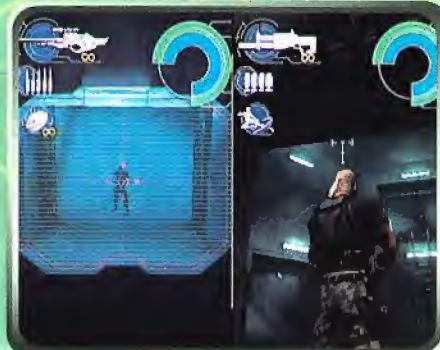
AVAILABLE WEAPONS

- Grenade launcher
- Hand grenade
- Missile launcher
- Missile pod
- Seburo
- Shotgun
- SMG27
- Sniper rifle
- Spark grenade

The majority of weapons on this level are placed on the outside ring. If you need a new firearm, the arena's outer edge is your one-stop shopping center. The six hallways jutting out of the arena's middle are at varying heights, so if you can capture the sniper rifle, you can pick a high hall and blast other players as they pass through the arena's center. This is especially entertaining if you can also grab the therm-optic camouflage from the highest hallway.



Inspection Gallery (Section B)



This second Inspection Gallery arena layout is identical to Gallery A—except the lights are out, bathing the hallways in darkness.

AVAILABLE WEAPONS

- Assault rifle
- Hand grenade
- Missile launcher
- Missile pod
- Rocket launcher
- Seburo
- Shotgun
- Sniper rifle
- Spark grenade

There are several weapons available in this arena, too, but your best weapon is the darkness. First, choose a dark-colored costume if available. Then, locate the camouflage along the outer hallway. The camouflage's warping effect is almost completely hidden under cover of darkness, making you a very stealthy killing machine.

Firing Range



The Firing Range is also based on Batou's Anti-Personnel Training Grounds mission. The outdoor arena is full of trees, barbed wire fences, and walls, giving you plenty of places to hide when the going gets tough.

AVAILABLE WEAPONS

- Assault rifle
- Grenade launcher
- Hand grenade
- Missile launcher
- Missile pod
- Rocket launcher
- Seburo
- Shotgun
- SMG27
- Sniper rifle
- Spark grenade

This arena is divided into three sections. The middle section is where you find the majority of weapons and gear, leaving the outskirts a safe place to regroup before charging back into the fray.

As far as places to hide, the trees are usually too skinny to protect thicker characters like Batou. However, if you can crouch behind the barbed wire fence, you may be able to slip by other players undetected as the fencing partially obscures you from view.

Cannon Firing Range



The Cannon Firing Range is based on the last part of the Anti-Personnel Training Grounds and is divided into smaller areas by long stretches of chain-link fence.

AVAILABLE WEAPONS

- Assault rifle
- Hand grenade
- Missile pod
- Rocket launcher
- Seburo
- Shotgun
- SMG27
- Sniper rifle
- Spark grenade

The Cannon Firing Range is huge, giving players plenty of room to lay out a battle plan. Thanks to the division of fences, the sniper rifle is not as advantageous to have as in previous arenas. However, running through the chain-link fence maze in the middle is great fun, as you can see the other players, but you cannot shoot them through the fencing. The advantage goes to whomever rounds the corner first.

Oversized Weaponry Training Grounds



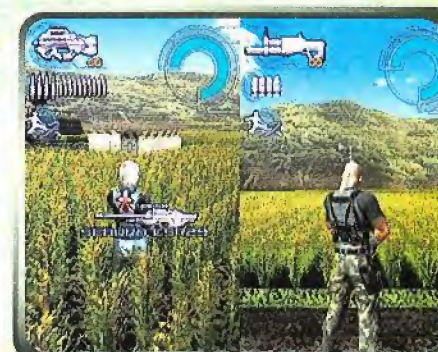
This arena is based on the three Tachikoma missions from the single-player campaign.

AVAILABLE WEAPONS

- Assault rifle
- Hand grenade
- Grenade launcher
- Missile launcher
- Missile pod
- Seburo
- SMG27
- Spark grenade

The Training Grounds are massive, giving players a lot of room to maneuver. However, being so spread out means that weapons are few and far between. If you run out of ammo for a particular weapon, it takes some finesse to scout out a replacement firearm without getting shot in the process. For heavier gear, such as the missile pod, check the arena corners.

Dome (V.C. On)



You must finish the single-player campaign to unlock the two Dome arenas. These two arenas are based on your final confrontation in the Tohoku Autonomous Region with the giant tank.

AVAILABLE WEAPONS

- Assault rifle
- Grenade launcher
- Hand grenade
- Missile launcher
- Rocket launcher
- Seburo
- Sniper rifle
- Spark grenade

Fortunately, the massive tank is not present. However, the field's huge open expanse is just as daunting. Weapons are incredibly difficult to see, as the plants obscure them from view. If you can find the sniper rifle, jump on top of the central plateau and try to lead your opponents. Otherwise, pick up heavy arms, blast the area they occupy, and hope they get caught in the blast radius.

Dome (V.C. Off)



The second Dome arena presents the same challenge as the first: finding weapons. There is plenty of boom-boom hidden in the rice paddies, as well as some great pick-ups like restoration kits and body armor.

AVAILABLE WEAPONS

- Assault rifle
- Missile pod
- Rocket launcher
- Seburo
- SMG27
- Sniper rifle

Both sniper rifles are located on the outer ring, above the rice paddies. There is also a camouflage unit up here. Combine the two and you have a couple of easy kills in your column. The only problem is getting up there; while climbing the ladder, you are absolutely easy pickings.



SECRETS & SURPRISES

END-GAME BONUSES

When you complete *Ghost in the Shell: Stand Alone Complex*, you can earn more than the satisfaction of saving Japan from the threat of genetically altered rice. Beating the game under specific conditions unlocks extra features, such as multiplayer options and additional weapons.

If you unlock unlimited ammo for guns such as the shotgun and assault rifle, you can begin each mission with a second weapon besides the regular Seburo. If you unlock unlimited ammo for grenades, though, you must actually find a specific type of grenade during a mission to use it. For example, if you unlock unlimited ammo for grenades, you cannot immediately start with a bottomless bag of spark grenades. You must actually pick up a spark grenade somewhere during the mission to use them.

Completion Goals

There are three difficulty settings for the game. Every time you complete the game on a specific difficulty setting, you unlock additional features that you can use the next time you play through.

Complete the Game on Easy

Single-Player Campaign

- Unlimited ammo for the Seburo, submachine gun, assault rifle, and shotgun
- Unlimited ammo for hand grenades, spark grenades, and knives
- Three additional costumes for "Major" Motoko Kusanagi
- Three additional costumes for Batou
- Yellow menus

Multiplayer Game

- "Major" Motoko Kusanagi playable
- Batou playable
- Dome level

Complete the Game on Normal

Single-Player Campaign

- No extras



Multiplayer Game

- Armed suit playable
- Think tank playable

Complete the Game on Hard

Single-Player Campaign

- Three additional paint jobs for the Tachikoma

Multiplayer Game

- Tachikoma playable

Additional Goals

There are additional rewards for meeting specific requirements above and beyond completing the game. If you can collect all 120 fans hidden in the 12 missions or beat every mission without using a single continue, you will unlock some very impressive hardware.

Collect All 120 Fans

Hunting down all 120 fans in the game unlocks two outrageously potent weapons for the heroes of Section 9. These additional weapons make the hunt well worth the effort.

Single-Player Campaign

- Napalm launcher for "Major" Motoko Kusanagi
- Laser gun for Batou
- Unlimited ammo for laser gun and napalm launcher

Multiplayer Game

- Laser gun and napalm launcher unlocked for use

The napalm gun is an excellent area-effect weapon for the "Major." However, you must be cautious when using it in close quarters, as she takes damage if the napalm splashes back at her. The laser gun is a lethal weapon with pinpoint accuracy—the kind of weapon that gives Batou some much-needed finesse.

Complete the Game without Continuing

Completing all 12 missions without continuing once is a very difficult task, but if you manage to pull it off, the rewards are enormous:

- Unlimited ammo for the grenade launcher, rocket launcher, missile launcher, sniper rifle, and missile pod

If you manage to unlock unlimited ammo for the gallery of launching weapons, you are officially a two-man wrecking crew. With an unlimited supply of missiles or rockets, almost nothing can stand in your way.

Unlock Higher Difficulties

When you first begin playing, there are only three levels of difficulty available: Easy, Normal, and Hard. However, if you achieve specific point totals while playing the game, you can unlock an additional seven difficulty levels.

Between missions, the game will award you points based on how quickly you completed the mission, as well as how many targets you destroyed. If your total number of points after completing the game is high enough, you will unlock these extra difficulty levels. Each higher level of difficulty awards your enemies with more stamina while lessening yours.

New Difficulty Levels

Difficulty	Points Required	Point Multiplier	Enemy Health	Player Health
Very Hard	15,000	2	1.2x Hard	90%
Aggressive	22,000	3	1.3x Hard	80%
Dangerous	34,000	4.5	1.4x Hard	70%
Execution	50,000	6	1.5x Hard	60%
Hopeless	75,000	8	1.7x Hard	50%
Nightmare	90,000	10	2.0x Hard	40%
Champion	120,000	15	2.5x Hard	30%

TIP

If you have unlocked Unlimited Ammo, 10,000 points will be subtracted from your point total after each mission every time you use it. You will also lose an additional 10,000 points if you choose to select a secondary weapon. It's impossible to unlock the highest difficulty levels with these extra bonuses turned on.

BATTLE III ASSAULT 3

FEATURING MOBILE SUIT GUNDAM SEED™



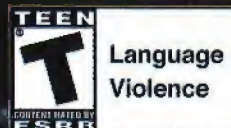
Gundam goes 3D! The hit Battle Assault series comes to the PlayStation®2.

- 5 playable modes: Mission, Versus, Tag Team, Survival, and Time Trial featuring 2 vs. 2 cooperative play.
- 33 playable mobile suits to choose from, including 4 unlockable mobile suits from Gundam Wing and G Gundam!
- Special 1st person shooter attack, the DUAL HYPER ATTACK!
- Real-time upgrade of mobile suits during combat.
- Interactive 3D environments.



Mobile Suit Madness!

Coming This December



PlayStation 2



GUNDAM SEED © 2002-2003 SOTSU AGENCY • SUNRISE • MBS. GUNDAM WING © 1995-2004 SOTSU AGENCY • SUNRISE. © GUNDAM © 1999-2004 SOTSU AGENCY • SUNRISE. Program © 2004 Bandai. "Gundam", "G Gundam", "Gundam Wing", "Mobile Suit" and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. Used under license by Bandai America Incorporated. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Digital Software Association. CARTOON NETWORK, TOONAMI and logos are trademarks of and © 2004 Cartoon Network.

U.S. \$14.99 Can. \$21.95

Games/Action
Platform: PlayStation®2 computer
entertainment system

ALL 120 FANS REVEALED

FAN FINDER #1



The first fan is opposite your starting position, on the rafters above the mammoth front door. You cannot shoot it from your starting position, so jump along the tops of the cargo boxes to the left. When you reach the last, look up and target the fan. You cannot shoot the fan from the ground.

You must use the computer terminal to see the fan's location. After you see the terminal, go to the fan and shoot it.

There are several guards in the area. You must kill them all before you can reach the fan.

A second nearby guard is on the ground near the entrance. He is also a threat to your mission.

MISSION 2: ANKAMA PIER 13 INFILTRATE THE PIER

Pier Entrance

HIGHLY DETAILED LEVEL MAPS

**ALL SECRET CONTENT REVEALED - HOW TO
UNLOCK UNLIMITED AMMO, NEW COSTUMES,
BETTER WEAPONS**

**RUNDOWN OF ALL WEAPONS AND GEAR SO
YOU KNOW THE BEST TOOLS FOR THE JOB**

DETAILED BOSS-BEATING STRATEGIES

**BIOS OF THE ENTIRE SECTION 9 TEAM, AN
ELITE COUNTER-TERRORIST ORGANIZATION**

©2002-2004 Shirow Masamune-Production I.G/KODANSHA
©2004 Sony Computer Entertainment Inc./BANDAI/Production
I.G/NTV Ghost in the Shell is a registered trademark of Kodansha
Ltd. Stand Alone Complex is a trademark of Kodansha Ltd.

ISBN 0-7615-4983-8



Levi Buchanan

primagames.com

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.